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CGR REVIEWS

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August, 1992

Volume 2, Number 1



CGR STRATEGIES
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Actual screen photos from the IBM VGA version.

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Shore Additions, Simulations! Magazine

"Acts of the Pacific is to Red Baron what the Carat is to the Fokker Tri-Plane" ...
Computer Gaming World

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¹⁴ An analogous understanding of *Thomson's* (1984) is a widespread understanding of *Thomson's* (1983). All rights reserved.

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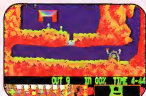


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and CD-ROM Entertainment

August, 1992

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> INITIALIZE

TIME TRAVELLING

It seems that life in the computer gaming industry is often little more than planning for one trade show after another. We recently saw the latest games at Summer CES in Chicago and the preparations for the Winter CES in Las Vegas have already started. It makes life interesting to be constantly looking a couple of months ahead. Frankly, I usually have trouble looking as far forward as my next mortgage payment or even my next meal.

So, it was rather a rude awakening when I discovered that editing this publication would require me to be constantly looking several months in the future at all times. As near as I can figure it, this is as good of a reason as any to never know what day of the week it is. Since I'm usually three weeks to two months in the future, it's interesting when I go home to realize that it isn't really August yet and that 1992 is only about half over.

Time works the other way as well. While I am constantly living two months ahead, I am also often reminded of games of the past. It's tough to realize that games like Elite (my favorite) have been around forever (relatively speaking) and that I have been playing it for nearly seven years. The games that helped get me interested in computer gaming in the first place—Beachhead, Castle Wolfenstein and Zork—are now little more than memories and many avid gamers have never played them. Funny to think that time often seems to go so slowly hour by hour but so quickly from year to year.

In addition to the constant difference of two months ahead versus two years ago, we also try to look far into the future. Much of the reason we changed our name to Computer Game Review and CD-ROM Entertainment was because we felt (and still feel) that CD-ROM is going to be the wave of the future. How far in the future is still anybody's guess, but with the rate that things are changing, it could be next month or next year.

All of this travelling around from past to future gives me temporal jet-lag. Leaving work is a two month trip through time that requires little more than closing the door to my office and walking to my car. August, for me as an editor, is a current concern soon to be a past project. August for me otherwise is still in the future. August, for you as a reader, is in your hands now and the month itself is just a few days away.

But enough of my problems with time. You've got the latest issue of CGR in your hands. Take a look, because we've got a few new features for you. Several readers have asked us about running a tech-help column. Well, you've got it. The Game Doctor is in and he's ready to operate and offer second opinions on your hardware problems. Additionally, we'd like to take this time to welcome the talented staff of Katz, Kunkel and Worley to CGR. They will be handling our CD-ROM Showcase, part of Child Support and just about anything else we give them. Welcome aboard, guys!

Now, stop reading this column and start flipping through your guide to the latest and greatest computer games around!

STEVE HONEYWELL
Editor

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For 3D-SVGA: 1 Meg. of Extended or Expanded Memory
Graphics: SVGA 640x480x256, VGA 640x480x16, EGA 640x350x16
Speech/Sound Effects: Roland MT-32 Sound Blaster, AdLib, Creative, Disney Sound Source, PC Speaker Module recommended



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We'll choose one writer each month who will receive a FREE one year subscription to CGR! Please include your name and address with your letters. So hey - start writing!

Sports Blues. . .

Dear CGR,

Keep up the great work! I look forward to your magazine every month. I do have a criticism: I'd like to see another reviewer for CGR that enjoys sports games, maybe a fourth person to fill in when you review them. I miss Mike and Dave doing reviews because they seemed to be fans of sports games whereas Alex and Rick are mainly interested in RPG's and Steve says himself that he's "not a big fan of sports games in general." It doesn't help me make a good decision on purchasing a game if the reviewers aren't necessarily interested in the game in the first place. Maybe having reviewers "coming out of the bullpen" that have a particular interest in sports or even war gaming or flight simulators would be a help to consumers with those interests.

Also, you have my vote for bringing back the International Previews and First Person Interviews. It seems that often the best games are overseas and I found the reviews interesting.

David Goolsby
Elk Grove, CA

Concerning the issue of sports games, I have to disagree, David. If you look at our last couple of issues, sports games in general have done very well. In the June issue, Konami's NFL Football received an average score of 82 and Accolade's up-

date of Jack Nicklaus Golf got an average of 85. Last month, when we reviewed Hardball 3 from Accolade, Rick gave it an 88 and Steve specifically mentioned Michael Jordan in Flight from Electronic Arts as being very impressive at Summer CES. While it is true that both Steve and Alex prefer other game styles over sports games, the reviewers do try to rate each game on its own merits. Of the three reviewers, Rick is the most into sports games, so you can look to his reviews as a guide for these titles in the future.

Older Games. . .

To the Editor,

In the last edition, you asked for suggestions to improve the magazine. I think you're doing a great job. I find the reviews to be a valuable tool in deciding which games to buy. But, since I have only recently moved into the IBM side of PC gaming (I was a long time C-64 fan), I am interested in buying some older games. I was wondering if it were possible to get copies of your older reviews on some of these games, preferably through a bulletin board.

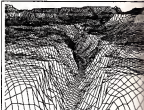
Daniel Lebrasseur
New Castle, DE

At the moment, there is not a bulletin board that has our older reviews. However, I'm sure that if you contact another CGR reader via modem, they would be more than happy



THE GRAND CANYON

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The CGR Review Breakdown

All numerical scores are based on a 1-100 scale, with scores above 90 indicating a superior effort.

The bar charts at the top reflect how the three reviewers feel the game rates in three different areas. Originality reflects how many new concepts are utilized in the game. Playability indicates how easy and fun the game controls are to operate. Intelligence is based on the ideas behind the game, as well as how easy or difficult the game is to play. The manual rating is for the accompanying game material supplied with the game (including maps and other playing aids) as well as the manual. Graphics and sound scores show the level of the audiovisual qualities of the game.

The overall score is a combination of the above ratings and the three reviewers' scores. The interest graph displays how the game maintains interest over an extended period.

THE CGR REVIEWERS...

Alex: Alex likes conquest. Any game that allows him to pulverize his opponents into little pieces makes him happy. Not too happy with flight sims, Alex is much more at home with a really long, detailed quest with lots of beasts and nasty monsters to hack apart. His favorite game is *Populous II*.

Rick: Rick is at home behind the controls of any flight game on the market. While most action games leave him cold and the majority of military simulations don't thrill him, Rick likes his flying and loves slaying orcs in those RPG's as well. With Rick, the more technical the sim, the better. That's why his favorite game is *A.T.P.*

Steve: Never a fan of games that are too technical or too convoluted, Steve is more the action type. A game that requires the combination of good reflexes and in-depth thought is right up his alley. Steve is also a fan of military and flight simulations, although action/adventures are his favorite. His favorite game ever is *Elite*.

to give you our past opinions. What we are planning on doing for our January 1993 issue (wow, 1993 already?) is listing all of the games we have reviewed in past issues with the scores given by the three reviewers. This way, new readers would have our opinions on everything that has appeared in a past issue of *CGR*. While we would love to print a list like this in every issue, space limitations are such that we feel the space is better used when giving information on new titles and products.

The Question of Super VGA...

Dear Sirs,

What in the world is Super VGA good for? When I bought my computer, I told myself, "Hmmm, maybe I should get that SVGA option so I can play all those games in beautiful 800X600 resolution." But when I got home, I found that all my games are for VGA. What gives? I have not come across one game that boasts SVGA graphics. Or have I? You see, I'm all confused on all this video resolution stuff. Do you need a game that supports SVGA to actually view it in SVGA or what? Also, how about CD-ROM? I'm planning to purchase one. Will SVGA help or am I going to see the same old 640X480 screen? Please help.

Alamein (all I ask is a glimpse of SVGA) Saleh
Niagara Falls, Ontario, Canada

First of all, let me complement you on the most unusual middle name I've ever come across. Second, take heart in SVGA. Super VGA games like Theater of War and Patriot from Three-Sixty Pacific are on the way. Any time new technology comes around, it takes awhile for the game developers to exploit it to its fullest potential. Keep in mind that many of the games that are new now have been in the works for months and sometimes years. It's hard to tell a designer to go back to the drawing board on an 85% complete game just to use something like Super VGA.

Otherwise, I've sent your letter (and other letters concerning technical questions) to our newest columnist, The Game Doctor. We'll have him taking care of you "patients" who are having problems or need questions answered about the technical side of PC's. Check out Page 54 for a look at his first column in *CGR*, and when you have questions like this in the future, send them directly to him. He's the best in the biz when it comes to helping out those in need of assistance.

The Debate Continues...

Dear Editors,

Recently, I picked up an issue of your magazine from the local book store. It was then that I realized I was getting shafted by my NES game producer. Your magazine's great graphic reviews made me visualize that there was much more to video games than the same old boring "shoot 'em ups" produced for 8 and 16-Bit machines. After checking my financial resources, I made up my mind on dumping my NES and

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purchasing a 386 PC. Every month, I check your new issue to plan my software expenditures. This brings me to a couple of thoughts on improving your already great magazine.

The first suggestion that I have is to definitely keep your interest graph in the reviews. I have found this to be very useful in deciding whether to purchase a certain product or leave it on the shelf. When I read about some of your readers complaining about this, I was outraged. It only takes up a few inches per page, which is hardly something to gripe about. Besides, this reading isn't required for an English exam next Tuesday. Hey, don't need it, don't read it!

Secondly, I would incorporate a monthly section called "the classic column." This would bring back a game reviewed in a previous issue. This information would be useful for readers like me who weren't fortunate enough to start our collection sooner. I believe that many other readers would also enjoy this luxury

so they may purchase older classics at lower prices. Keep up the good work!

Eric Heacock
Alamosa, CO

P.S. What a way to earn a living! Need any help?

I really don't know what to say. We've had readers tell us they bought games because of our reviews, but this is the first time I've had someone tell me they bought a PC because of our reviews! Neat!

As far as the interest graph is concerned, you will notice that it is still in place. We don't feel we have gotten enough of a response from you readers yet to make a final decision on whether it stays or goes. As far as English exams are concerned, do NOT mention them again! I've already had enough of those for one lifetime!

As far as reviewing older games, it is something we have talked about. As I said a few letters back, we plan on incorporating all of the scores from our past reviews at the end of

the year. This way, new readers can get a look at what we thought about games of 1991 and the start of 1992.

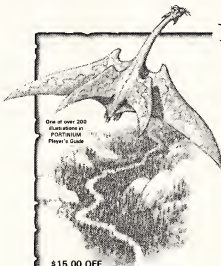
Do we need help? I think we are all beyond that point. Anyway, Colorado to Illinois is a heck of a commute.

The Next Issue...

We recently received a letter from Chris Larson, editor of The Pan Zone asking for us to cover computer and video game fan magazines like his. For those who don't know, these are small publications put together by people who truly love games. They aren't out to make a buck. Instead, the chance to speak their mind about their favorite hobby is first and foremost. They are fun and interesting, and the writers are not afraid of anything since they generally have no advertising. We'd be happy to run a column if our readers want one. Let us know!

Free Mail...

This month's free subscription goes to Eric Heacock of Alamosa, CO. Hey, you did win, Eric!



One of over 200 illustrations in PORTINIUM Player's Guide

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PORTINIUM combines historical, conventional and futuristic technologies to create an unparalleled fantasy world where time-travel is commonplace. To meet you in achieving your goals, you will begin with a character, city, espionage unit and two divisions to each of the four ages on the planet Glacuric. Players may compete in all time periods simultaneously. Technology from each age is readily available and can be implemented in other ages through scientific research. The struggle to become a dominant player and participate in the "Gathering of the Fates" creates an unprecedented challenge.

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- No hidden costs

PORTINIUM is also available in two smaller versions, PORTINIUM Lo-Tech and Hi-Tech. Small games employ only one age using 1 character, 1 city and 4 divisions. (Espionage units, mini-games and time-travel not available) Average of 12 double-sided pages of output per turn.

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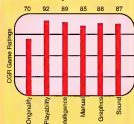
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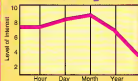
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CGR REVIEWS

The Dark Queen of Krynyn by SSI



Overall Rating: 92%



Game Specs:

Requirements: 640K
Support: Keyboard, Mouse (required)
Sound Support: Ad Lib, Roland, SoundBlaster
Available for: PC and compatibles
Designed by: Herb Perez
Distributed by: Strategic Simulations, Inc.
Retail Price: \$49.95



The Dragonlance trilogy which began with *Champions of Krynyn* now arrives at its conclusion. The

Dark Queen of Krynyn picks up the



The Dark Queen has grown tired of your interference. Her followers will try even harder to slay you.



The brave and beautiful General Laurana has a task for the heroes who defeated the foul Lord Soth.

action where Death Knights left off. To help you continue immediately from one to the other, Dark Queen allows you to transfer characters directly from Death Knights, complete with all of their equipment.

The game begins two years after the defeat of the evil, undead Lord



These evil dragons of Krynyn may be defeated, but they are not yet destroyed.

Soth, General Laurana, the beautiful commander of the forces who destroyed the armies of the evil



The tremendous triumphs of your heroic past will be overshadowed by the efforts which will be required in the near future. Your foes will not underestimate your strength this time. They are ready - are you?

dragons in the War of the Lance, has summoned you to her headquarters in the city of Palathea. When you arrive, you learn that your job of ridding the land of evil is not yet finished. Across the sea a greater challenge awaits you.

This is the latest SSI game based on the gaming system and rules created by TSR for the Dungeons & Dragons gaming system. The graph-



Set sail on the waters of Krynyn with Captain Daenor. Beware! The voyage will not be calm!

ic style will be familiar to those who have played other games of the Dragonlance, Forgotten Realms or Savage Frontier series. However, the sounds have been further enhanced from the previous games.

Your quest will take you to different locations on the world of Krynyn by land and by sea. For the first time, your mission will even take you to a new, undiscovered land - the land beneath the sea where you will encounter friends and foes that you





A number of new foes await you amongst the coral landscape of the undersea realm.

have never seen before. You will need to befriend the inhabitants of the places you visit, keeping a sharp eye out for the servants of the Dark Queen. Many foes will block your path, from the mindless monster who knows only death and destruction to the crafty minions of the evil that threaten to destroy you.

Create a party of characters from seven different races (two dwarf, two elf, half-elf, kender and human) and sixteen classes (seven orders of clerics, three orders of Solamnic Knights, two orders of magic users, fighters, rangers, paladins and thieves). You can start at the eleventh level if you do not have characters from a previous game, or



If you fail, the glorious land of Krynn may fall beneath the heel of the Dark Queen's evil.

bring your old friends back into action. However, you will need to achieve a lot more power than that if you wish to be able to face the evil which is menacing the land. Items of power never before available will be discovered to aid you, and your characters can get as high as 40th level.

Who knows what new dangers and adventure await you when your party strikes forth to do battle with the black-hearted lackeys of the Dark Queen of Krynn?

I know what you are probably thinking. "How many of these games can CGR cover?" Well, let's face it - SSI is firing these suckers out so fast it's hard to keep up with which game belongs to which series! Secondly, to be perfectly honest, these really are well-made RPG's designed around the gaming system that made role-playing a household name: D&D. So, in trying to cover the greatest quantity and quality of software available, we would be remiss if we did not pay attention to these games. For those who have played games from the gold box series, you will find the same old reliable engine controlling the

What can I say? SSI does it again with its latest AD&D game, the Dark Queen Of Krynn. As you already may know, in the June 1992 issue I stated that I will take game play over graphics any day. Well, now SSI has introduced the first game of its "Gold Box Series" in full 256-color VGA graphics! Although this is not a totally new engine, the sound and graphics are improved. The game supports the Roland sound board, as well as the Adlib and Sound Blaster. In this adventure, you will fight some of your old friends and some new monsters. Also included in this game is (to my knowledge) the only underwater adventure dun-

I used to play AD&D a lot in my youth, and the series from SSI has proven to be a very loyal one to the original game system. However, with so many games in the series out, I was beginning to be a bit jaded by them. No more! Dark Queen of Krynn is truly excellent. The things that I have liked about this series, like the easy to use engine and ease in casting spells, have stayed. Even better, the things that I did not like, particularly the hideous death screams of every creature in the game, have been toned way down. Hideous screams are fine, but when facing a huge band of orcs, it gets on my nerves. The new incorporated

action. There have been some improvements in sound and graphics, including a toning down of the death screams which some people found to be annoying. In the SSI tradition, the game starts with a decent storyline and adds a number of interesting 'chapters' or subplots for you to complete before the culmination of the primary quest. The addition of the first underwater adventure allowed SSI to throw in some aquatic monsters that would have been awkward to use otherwise, and this changes the rules of combat a little. I liked Pool of Radiance and Secret of the Silver Blades the most, but this is also a good one.

-Alex

geon. For those of you who are asking yourselves, "If this has an underwater dungeon, then how can you breathe?", that question is explained. I have to admit I asked the same question. A real good added feature is the fact that the Fireball doesn't work underwater! Rick, Master of Intelligence, found this out and almost died because of it. On the other hand, a Lightning Bolt will act like a Fireball underwater, because water is such a good electricity conductor. As you can see, I got into this game in a really big way. In my opinion, this is the best Role-Playing game out to date! SSI brings another winner!

-Rick

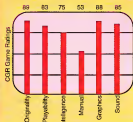
sound is easy on the ears and still gets the point across. Another thing about this game that I find enjoyable is that you begin at a reasonably high level. My biggest beef with many RPG's is that you start at level 1 and have to get to the equivalent of level 20 before you can confront the main enemy. Not this time. You start out with a lot of experience and some cool magic weapons. The adventure is difficult (just ask me sometime about those sodding dragons!) but not too frustratingly hard to make me give up the ghost. This series of games has always been good, but this latest one has reached a new level.

-Steve

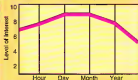


Rampart

by Electronic Arts



Overall Rating: 81%



Game Specs:

Requirements: 840K, Hard drive
Support: Keyboard, Mouse, Joystick
Sound Support: Ad Lib, Roland, Sound
Blaster, Pro Audio Spectrum
Available for: PC and compatibles
Designed by: Dave O'Riva
Distributed by: Electronic Arts
Retail Price: \$59.95

Anybody who has been to the arcade recently has seen, if not played, Rampart. Now, EA is giving you the chance to bring it home for your own PC. Rampart is a tactical game in which you defend a castle against enemy boats or other castles using cannons to destroy them. After each timed round, you have to try to rebuild your walls and make sure that your castle is completely enclosed. You have to think quickly to fit strange shape wall pieces into a position where they will fill the breaches. Once that is done, you get to add more cannons to your firepower, where there is room, and then prepare for the next assault. You can play by yourself or against one or two friends, but do not expect alliances to last long in this game. It is every man for himself! Ships and enemy fortresses are not the only things to watch for though. If you are not wary, those pesky tanks may sneak inside your walls.



You have to use strategy to expand your castle walls and place your cannons effectively in the courtyard.



Quick reflexes, and a little luck, will be required to sink the enemy flotilla and keep your walls intact.



You can have one to three players. Hammer Blue while backstabbing Orange shoots you from behind!



A grim fate awaits those who are not strong. Only a sharp mind stands between you and the briny deep.

Played alone, Rampart can be a very difficult and boring game. It just does not have the variety and qualities needed to keep me interested for any real period of time. The whole game consists of shoot, build, shoot, build and frankly, you often do not have enough time or firepower to effectively damage the computer run ships. With a couple of friends, however, it takes on whole other dimensions. Not only do you have a more satisfying target to shoot at than the ever-replenishing boats, but you also get to hear the complaints of your comrades as you tear down the walls and blow up their cannons. **-Alex**

When I first saw this game, I thought it would be boring. I was wrong. I found myself drawn to it. The game is much better with two or three players versus playing the computer. Rampart has nice graphics and good sound. There are a couple of things that would like to change. First, my playing ability (right Alex!) Second, the way the computer gives you pieces is unfair. I should have lost a game, but the computer gave a piece to Alex that could not be placed, so I won the game. Maybe it was my master planing. If you like to yell at your friends and take out frustrations on them, get this one!!! **-Rick**

I have been known to hang around arcades every once in a while, but Rampart never really grabbed me as very exciting. Frustrating was a better word for it. However, I have to give a tip of the hat to EA for this conversion. It's dead on with the arcade. The graphics are very nice and the sound is also of decent quality. I still don't like Rampart as a one-player game, though. However, this game truly shines when you get two others to join in. Beating up on your friends' castles may not be good policy, but it sure is therapeutic! This is good fun when you are in the mood for some arcade action. **-Steve**

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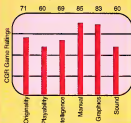
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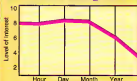
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CIRCLE #147 ON READER SERVICE CARD.

Grand Prix Unlimited by Accolade



Overall Rating: 50%



Game Specs:

Memory Requirements: 640K
Support: Keyboard, Joystick
Sound Support: Ad Lib, Roland, SoundBlaster
Available for: PC and compatibles
Designed by: Tom Loughry
Distributed by: Accolade
Retail Price: \$59.95

Grand Prix Unlimited combines the world's greatest Formula One race cars with realistic circuits in an exciting world of blazing speed, heart stopping curves and roaring engines. Put yourself behind the wheel of a true Formula One racing car. Your choices of cars are as follows: a Ferrari, McLaren-Honda, Williams-Renault, Benetton-Ford and a Tyrrell. Each car handles differently, giving you the challenge of driving a real machine. Choose from more than 20 tracks including the famous Monaco, Phoenix, and the ever-popular Silverstone! After you select the track, it is time to take control of the weather! Choose between sunshine, a light mist or an all-out rain storm! Pick the number of vehicles you want to race against, and the amount of laps you wish to race. If this is not challenging enough, you can even create your own race course, including the terrain. Good luck on race day!



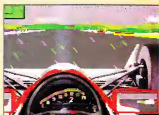
Create your own race track, including building up the terrain to make steep hills!



After several collisions with another car, you may lose control and possibly your life!



Cruising in traffic at speeds over 180 mph can be hazardous to your health, so use your mirrors!



You can even choose the weather you drive in, from a hot summer day to an incredible downpour!

Rick likes racing games. I don't. Unless the game has some sort of unique feature, I cannot see a driving game catching my eye. Because this game is not unique, it isn't very good. The sounds are not even as good as the Atari 2600 and the music is totally inappropriate. On the up side, the graphics quality is acceptable. Also, the race course designer is an interesting feature which is relatively easy to use. Unfortunately, when you are racing, it seems too easy to wipe out - especially on a track with a pack of competing cars (it is hard enough just to qualify!). To the point, I just do not like it! **-Alex**

Can anyone tell me if there is a good racing game out there besides Indy 500 (by Electronic Arts)? I was hoping this game would give it a run for its money, but it falls so far short, it's not even funny. First, the good point. The track editor is the best feature of the game and allows you to put other objects (including people standing on their heads) on and around the track. The worst part of the game is the sound (or lack thereof) and it shows me where all of the lost classics of the Atari 2600 went! The control is not even worth mentioning. All I can say is screeeeeee, spin, die! **-Rick**

Grand Prix Unlimited could have been a great game. Unfortunately, the sounds, the animation, the slow-down problem and terrible control difficulties drag it down. The animation in GPU is choppy at best, and with several cars on the track, it slows down. Controlling the car is nearly impossible. With lane control off, the car skids mercilessly. With lane control on, the car is impossible to turn, making cornering implausible. As for the sounds, the less said the better. Beyond this, the track editor/creator is very nice as are the fly-bys on the many tracks included and the weather factors. Exit to DOS! **-Steve**

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Sargon V 3D Screen



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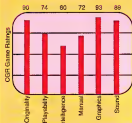
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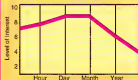
ACTIVISION

The Chessmaster 3000 © The Software Technology, Inc.

Guy Spy by ReadySoft



Overall Rating: 74%



Game Specs:

Requirements: 640K
Support: Keyboard, Joystick
Sound Support: Ad Lib, Roland, SoundBlaster
Available for: PC compatibles, Amiga, Macintosh, Alan ST, Commodore 64, CDTV
Designed by: ReadySoft
Distributed by: ReadySoft Inc.
Retail Price: \$49.95

From the same people who brought you games like Space Ace and Dragon's Lair, now comes Guy Spy. Possessing much of the same graphic stylings as Ace and Lair, Guy Spy is an action game in which you control an international super spy as he attempts to prevent a madman from taking over the world. Baron Von Max has discovered the Crystals of Armageddon and he has no qualms about using them to his advantage. There are a dozen different arcade style scenes for you to master and defeat before your showdown with Von Max in his Doomsday Tower. In each scene, Guy has to outsmart and outmaneuver those who stand in his way. Guy Spy has smooth scrolling animated graphics within both the action scenes and the short sequences in between. The game also has a pulse pounding soundtrack which adds an atmosphere of tension to this espionage action game.



A telex from Headquarters alerts Guy to a new threat. Baron Von Max is back and he is up to his old tricks.



The fearless counter-espionage agent leaps into action to try to save the world from tyranny once again.



The sneaky henchmen of Von Max will try to ambush and eliminate our hero at every opportunity.



If Guy falls into the nefarious traps of the Baron, the world will surely suffer for his failure.

The graphics and sound in this game are awesome. Unfortunately, it tries to get by with just those qualities. It seems that ReadySoft wanted to include a high quality of visual and audio effects, but decided to sacrifice the game control and length. I found it almost impossible to use the joystick effectively to move the character. The animated graphics are smooth and cartoon-like, the between-scene sequences are a little too short. I also thought that there should have been more action scenes (or longer ones). This is just another example of a game trying to get by with flashy graphics alone.

-Alex

Guy Spy has potential, but the control in some parts is erratic. The instructions explain why, but I do not buy it. The graphics are very good, and the digitized sounds are good as well. The program gives you the option of using a joystick or the keyboard; I prefer the joystick. The animation makes the game. It's not choppy and you have to love the dying scenes. There are people who say it is not over until the fat lady sings, well let's just say she's humming in this one. The worst part about the game is the incredibly hard to read copy protection! This alone would make me mad after paying \$50.00.

-Rick

I will admit that I thought this game would try to do little more than wow me with its graphic appeal and excellent animation. I will also admit that Guy Spy does not have the best play control in the world. However, I found a lot to like with this title. The game is very tough and frustrating, but it is enjoyable, and the different scenes have much more game play than I thought they would. Of course, it doesn't hurt that the graphics are of exceptional quality, the animation is top-notch and the music is very good. Guy Spy isn't the best I've played, but it's good enough to keep me playing for quite a while.

-Steve

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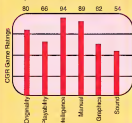
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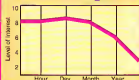
CIRCLE #103 ON READER SERVICE CARD.

Game-Maker

by Recreational Software



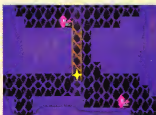
Overall Rating: 67%



Game Specs:

Requirements: 256 VGA
Support: Keyboard, Mouse
Sound Support: None
Available for: PC and compatibles
Designed by: Recreational Software Designs
Distributed by: Recreational Software Designs
Retail Price: \$59.95

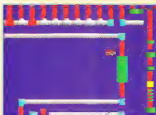
We have all played computer games, but have you ever wanted to make one yourself? Game-Maker lets you do just that. Using the utility programs provided with the package, you can design your own multi-level arcade adventure games. Create maps on scenes 62 times the size of the screen and populate them with any creature you can imagine. Set your own game rules and objectives. Give your character whatever properties and power-ups you want. The program comes with a couple of previously made games to give you an idea of how to proceed. These and other graphic and sound sets allow you to make your games without having to create your own images. You can also add GIF graphic files in full 256 color to use in your games. With Game-Maker and imagination, unlimited games are at your fingertips. You can share and get games designed by others via the Game-Maker Exchange.



A couple of premade games are provided with Game-Maker. However, you are able to create your own.



You can design your own monsters to populate the games or use one of the many provided.



You can layout maps for your multi-level games complete with power-up items and monsters.



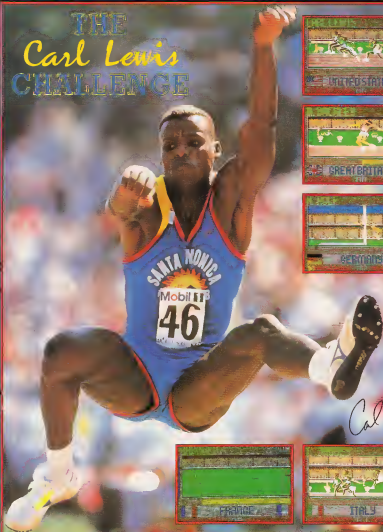
After putting all of the elements together, you can play a game that you yourself designed and created.

Game-Maker is a good idea, but like previous efforts, it just was not carried off well. It delivers everything it promises, but the capability of the program falls far short of what I would consider worthwhile. It does allow you to create personalized games with monsters, items and maps of your own design. However, the games that you can create, at their best, appear to be Atari 2600 rejects. Fortunately, for those of us who could not create a decent looking pixel to save our lives, it is possible to import graphics from other sources. I do not think this will appeal much to modern game players. **-Alex**

While Game-Maker has potential in the market, I remember a similar game for the Commodore 64 by Epyx. Unfortunately, this type of program generally falls short. While the box boasts 256 color VGA graphics, it looks more like a bad 16 color imitation, except for the demo games, where there is a nice screen shot. The music uses the PC speaker. In today's market, you almost have to have an Adlib board, at the very least. The good points about the game are easy to use pull-down menus and instructions that are done well. While in theory this is a good idea, I think the demo games sums it all up! **-Rick**

Don't kid yourself into thinking that this program is going to allow you to create anything like an Ultima or a Populous II. It doesn't have that kind of capability. Also, don't believe that your creations will stun you with their graphics or sounds. They won't. Additionally, don't think that the games that come with the product are anything to write home about. They aren't. On the other hand, Game-Maker is a pretty decent program that gives you the chance to create and personalize your own arcade and adventure games. While it can be fun, the styles of games available here went out five years ago. **-Steve**

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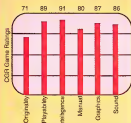
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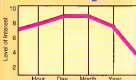
PSYGNOSIS

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Prophecy of the Shadow by SSI



Overall Rating: 88%



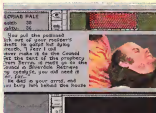
Game Specs:

Requirements: 540K, Hard Drive
Support: Keyboard, Mouse
Sound Support: Ad Lib, Roland, Sound-
Blaster, Sound Blaster Pro
Available for: PC and compatibles
Designed by: Jami R. R. McEntire
Distributed by: Strategic Simulations, Inc.
Retail Price: \$59.95

Prophecy of the Shadow is a single-character role-playing game. You take on the role of the apprentice of a healer, who is foully murdered right before your very eyes. While at first you are just attempting to find the culprit and clear your own name, you soon find yourself embroiled in something far more sinister. A dark prophecy from the past portends a time in which the Shadow Lord will rise up and destroy the world. All the omens point to the rapid approach of this event and you may be the only one who can prevent it. Played in an overhead view, Shadow has an easy-to-use mouse interface which, along with the command icons, allows you to perform any action with ease. The game also possesses a variety of digitized animated sequences which are activated when you interact with the people of the land. A large region complete with castles, catacombs, towers and crypts is available for you to explore.



What does the Prophecy mean and who is the Shadow Lord that it mentions? You must find the answers!



The foul assassination of your master, the healer Larkin, leaves you alone and confused.



"A meal, drink, or lodging? What can I do for you?"

Many people are represented by animated digitized pictures. You walk alone, but you will still need help.



You will have to explore all of the far reaches of the world above and underground to complete your quest.

SSI makes a break from tradition and releases a single-character RPG. I like it - the game becomes so much simpler when you only have one person that you have to worry about. Another new feature is their innovative use of actual digitized pictures to represent the people of the land. While this is very cool, I personally think I like well-drawn artwork over actual pictures. If you make a game too realistic, it loses some of its appeal to the player's imagination and often limits what you can do as well. The game interface was easy to use, but I had some problems getting the game to run on my computer.

-Alex

This is the first game from SSI that is using a completely new engine. As you can see, all-new digitized graphics of real people are utilized - these people are also animated! This is a very good game, with excellent sound. The music can get to you after awhile, but you have the option of turning it off in this adventure you travel alone. An easy point and click system for the mouse is useful. Although a little confusing at first, it soon becomes second nature. The quests are fun and not terribly hard to solve. SSI is paving the way with its new breed of fantasy role-playing games.

-Rick

Prophecy of the Shadow is quite different from the majority of RPG's. While playing as only one character is quite limiting in situations like combat, it also makes the game much easier to move around in and control. The beginning screens where you choose what your childhood was like to give you your basic skills is very well-drawn and interesting, although it could have been a bit longer and had more options. The use of digitized pictures throughout is a nice touch. Prophecy's one drawback is that while the music is nice to listen to, it repeats frequently and gets steadily annoying.

-Steve

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SPOILS OF WAR is a game of discovery, colonization and conquest of faraway lands. The player(s) function as commanders over several explorers. These explorers carry out the orders of the player. Race to be the player who achieves power and influence over these new lands.

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Features: Effortless menu system; Take full command or delegate, Authentic Battle Plot, 21 display/status boards, smoke, star shells, flares, searchlights, radar, weather, burning oil slicks and much much more!!!



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Features: Configurable battle map from 10 x 10 to 50 x 50! Bombers, missiles, scouts and much much more!!!

\$49.95 IBM, Amiga (1mb)

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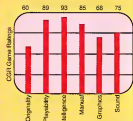


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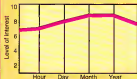
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CIRCLE #168 ON READER SERVICE CARD

Microleague Baseball 4 by Microleague



Overall Rating: 84%



Game Specs:

Requirements: 340K
Support: Keyboard, Mouse (recommended)
Sound Support: Ad Lib, Roland, SoundBlaster
Available for: PC and compatibles
Designed by: Microleague Sports
Distributed by: Microleague Sports
Retail Price: \$49.95

Microleague, a big name in sports simulation software, has released Microleague Baseball 4. No other game takes into account the number of factors involved in the playing and winning of America's favorite pastime. Strategy and tactics are all-important in this game. You determine your tactics using all the variables, from the stadium to a players past performance in a given situation. Edit the game schedules for a period of a week up to the whole season. Create any number of managers with different strategies for any situation. During the game, you will be provided with voice and animated digitized sequences to enhance your viewing pleasure. You will be able to keep current stats on all of the players by downloading them from a modem or ordering update disks directly from Microleague. The game will also keep reports on league standings and compiled and historical stats for all the teams and players.



Start off the game with the National Anthem and a digitized picture of a wind-blown, waving flag.



As the game is played, different digitized sequences will appear. Great catch at the wall!!

COMPUTER MANAGER PROFILE									
NAME: JOHN DOE	AGE: 45	SEX: M	HT: 5'10"	WT: 180	DOB: 01/01/45	POB: NEW YORK, NY	EDUCATION: COLLEGE	PROF: COACH	STATUS: ACTIVE
TEAM: NY Yankees	POS: Manager	YRS: 10	WINS: 150	LOS: 100	PTS: 1500	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15
TEAM: NY Yankees	POS: Manager	YRS: 10	WINS: 150	LOS: 100	PTS: 1500	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15
TEAM: NY Yankees	POS: Manager	YRS: 10	WINS: 150	LOS: 100	PTS: 1500	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15
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TEAM: NY Yankees	POS: Manager	YRS: 10	WINS: 150	LOS: 100	PTS: 1500	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15
TEAM: NY Yankees	POS: Manager	YRS: 10	WINS: 150	LOS: 100	PTS: 1500	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15
TEAM: NY Yankees	POS: Manager	YRS: 10	WINS: 150	LOS: 100	PTS: 1500	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15	PTS PER G: 15

Edit the tactics for any number of managers. You can decide when to implement a particular strategy.

SELECT HOME TEAM									
A. NY Yankees	B. NY Yankees	C. NY Yankees	D. NY Yankees	E. NY Yankees	F. NY Yankees	G. NY Yankees	H. NY Yankees	I. NY Yankees	J. NY Yankees
K. NY Yankees	L. NY Yankees	M. NY Yankees	N. NY Yankees	O. NY Yankees	P. NY Yankees	Q. NY Yankees	R. NY Yankees	S. NY Yankees	T. NY Yankees
U. NY Yankees	V. NY Yankees	W. NY Yankees	X. NY Yankees	Y. NY Yankees	Z. NY Yankees	AA. NY Yankees	AB. NY Yankees	AC. NY Yankees	AD. NY Yankees
AE. NY Yankees	AF. NY Yankees	AG. NY Yankees	AH. NY Yankees	AI. NY Yankees	AJ. NY Yankees	AK. NY Yankees	AL. NY Yankees	AM. NY Yankees	AN. NY Yankees
AO. NY Yankees	AP. NY Yankees	AQ. NY Yankees	AR. NY Yankees	AS. NY Yankees	AT. NY Yankees	AU. NY Yankees	AV. NY Yankees	AW. NY Yankees	AX. NY Yankees
AY. NY Yankees	AZ. NY Yankees	BA. NY Yankees	BB. NY Yankees	BC. NY Yankees	BD. NY Yankees	BE. NY Yankees	BF. NY Yankees	BG. NY Yankees	BH. NY Yankees
BI. NY Yankees	BJ. NY Yankees	BK. NY Yankees	BL. NY Yankees	BM. NY Yankees	BN. NY Yankees	BO. NY Yankees	BP. NY Yankees	BQ. NY Yankees	BR. NY Yankees
BS. NY Yankees	BT. NY Yankees	BU. NY Yankees	BV. NY Yankees	BW. NY Yankees	BX. NY Yankees	BY. NY Yankees	BZ. NY Yankees	CA. NY Yankees	CB. NY Yankees
CC. NY Yankees	CD. NY Yankees	CE. NY Yankees	CF. NY Yankees	CG. NY Yankees	CH. NY Yankees	CI. NY Yankees	CJ. NY Yankees	CK. NY Yankees	CL. NY Yankees

You can pick your teams from the 26 Microleague '92 teams or from a line-up of 28 all-time greats.

I have never seen baseball look so complex in all of my life. Microleague Baseball 4 allows you to play what is probably the most realistic game of baseball around. For fans of the sport, this is likely to be a very appealing product. For me, however, it is simply boring. This is a great simulator, but that's it, in my opinion. This is not really a game at all and I fail to see the purpose of a sports simulation. I know that when I say I do not like sports, I am in the minority - but I don't. The appeal is there for fans, especially with the digitized animations. I do not see myself playing this one for very long. -Alex

For those of you out there who like statistical sports games, this one's for you! Sports games are my third favorite type of game on the market, if done right. MLB4 is such a game. Although this is not a fast action game, and you don't control the players, you can choose the pitch and the way your batter is going to hit the ball. You can build your own league, change the way you manage a team, have rain delays and double headers. The graphics are very good, with digitized animated pictures. The sound is not the best, but it doesn't hurt. This is the best statistical baseball game I have ever seen! -Rick

Sports action games generally don't do much for me. However, a good statistical game is something I really like. Microleague Baseball has always been the name in stat baseball, and the 4th edition of the game maintains the excellent reputation of the product. I like the option of GMing a team, as well as giving the signals from the bench. It's nice that your players do their best to carry out your commands, and it's quite frustrating when they don't do it correctly. Having a batter mess up a perfect hit-and-run play because he pops up to second is a drag! Of course, that's baseball and that's MLB4! -Steve

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→ QQP →

Quantum Quality Productions, Inc.

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This game is based on a twelve year old tournament series and includes a highly refined yet simple playing system.

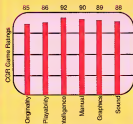
- Gorgeous playing field and landscapes.
- Clean and simple interface.
- Two difficulty levels.

- You control every move and fire of your forces.
- Superior artificial Intelligence.
- One or two players, human or computer, plus play by modem.
- A wide range of intriguing scenarios.
- The thrill and sounds of artillery, tanks and infantry in action.

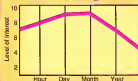
"The Perfect General" computer game is IBM PC and Amiga compatible. It can be obtained through your favorite retailer or ordered direct by calling:
1-800-789-2799.

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Gateway by Legend



Overall Rating: 89%



Game Specs:

Memory Requirements: 640K, EGA
Support: Keyboard, Mouse (recommended)
Sound Support: Ad Lib, Roland, SoundBlaster
Available for: PC and compatibles
Designed by: Legend
Distributed by: Accolade
Retail Price: \$59.95

As mankind began exploring the spaceways, he came across the abandoned relics of an alien race called the Heechee. Their craft and instruments were all that remained of them. An explorer found one of their spacecrafts and climbed in. As he experimented with the buttons, the ship took off and flew to the orbiting Heechee space station. Trapped there, the explorer radioed to Earth. His discovery of an intact space station complete with ships has paved the way for human exploration of the galaxy. The discovery was too great for any one nation to be entrusted with, so the governments of the world formed the Gateway Corporation to oversee further expansion into space.

Using the Heechee craft already programmed to go to certain areas and planets in the universe, human explorers hungry for adventure and



Gateway's beautiful intro will show you the story of the Heechee and man's attempts to learn from them.



Explore the Heechee satellite to find new areas and items. The rose in the hydroponics tray looks interesting.



The major danger of a prospecting mission is that you do not know where you are headed!

reward went on prospecting missions to recover more of the alien technology. Prospecting has many great dangers. Many of those sent on missions never returned. However, the rewards for successfully finding a Heechee artifact are so great that the lure of prospecting is too great for many, including you.

Your first day on Gateway starts with the message light on your phone blinking, telling you that you have messages. To see them, you must find the card and insert it in the PV slot. Each message will welcome you to Gateway in a different way.



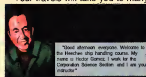
Your telephone in your cabin on Gateway will give you a number of interesting and useful messages and facts.

The most important of the three, at least initially, is the one that tells you about the meeting for new pilots.

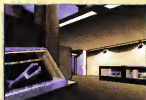
When you attend that meeting, you will become eligible to fly missions from Gateway. Several of the missions will prove to be worthless to you, especially monetarily, but your trip to Aleph 4 will bring you up against your first alien race and the first set of problems to overcome.

Life on Gateway is relatively peaceful. Much of your time on the space station will be spent in the bar, or the casino connected to the bar. One of the more interesting games to play is Old Earth Trivia. The casino games can be played, but you will not find much use for your money in the course of the game. Other recreations aboard Gateway include the virtual reality system located in the corporate offices.

Your travels will take you to many



When you talk to some people, you will get a special screen. Pay close attention to these two, for they can help you greatly.



The museum on Gateway houses several interesting artifacts.



Your travels will introduce you to interesting alien cultures like the one on Aleph 4.

worlds and will eventually bring you up against the terror of the Assassins, a race of aliens who feel it is their job to destroy other races that they feel threatened by. Humanity's rapid expansion via Heechee technology has brought Mankind into the view of the Assassins, and only your direct action can shield Earth and its people from their brutal gaze. Difficult puzzles and brain-teasers await you as you attempt to raise the shields that will protect Earth.

Gateway from Legend is based on the series of books by Frederik Pohl and is very faithful to the stories in those books. The game play is very easy to learn, offering both keyboard and mouse interfaces. The game also comes with a complete hint book for surviving the toughest parts of your journey and maps for those times when you get turned around on an alien planet. As you recover alien artifacts and encounter new civilizations and forgotten worlds, you will be drawn further into the story of the Heechee and their pursuers. Only you can activate the generators capable of preventing the Assassins from destroying your world! Work quickly, lest the galaxy suffer for your inaction!

While I actually prefer fantasy RPGs or strategy/conquest games (not really war games, more like Civilization or Populous) I do enjoy a good science fiction game on occasion. Based on the novels by Frederik Pohl, Gateway is a science fiction adventure game of high quality. While the game mechanics are based on a text adventure style, the advanced mouse interface and graphic images take this particular adventure to a new level of game play. The pictures and animated sequences which are found throughout the game are of a quality that makes it obvious that care was taken with them. I did not find

Just as Steve says, I also have not read the books that this title is based on, but I think after playing this game they would be quite interesting. First off, for those of you who do not like text adventures, do not get turned off by its looks. I would not consider this a "text adventure." There are many cinematic displays as well as great musical scores that change and don't sound repetitive. The game can be played entirely with the mouse, or (if you're like me) you can choose to type in your actions with a keyboard. When you are playing with the mouse you will receive a pull down menu with a list of words to choose from. This

I haven't read the books that this game is based on, but I do like a good sci-fi game. Gateway delivers that and more, more, more! I am truly impressed with this game. The interface is very easy to learn and not at all difficult to work. What is particularly nice about it is that it can be played with the mouse or with the keyboard (I'm a keyboard player, myself). In addition, the graphics are gorgeous and the cutaway shots when you speak with certain people are very nice features. The cutaways have a dual feature. First of all, when you see the scene shift to just the person you are talking to, it cues you in that what they are saying is impor-

tant. Second, it makes the text much easier to read. I like the interactive sections in the spaceship, even though the part in the ship was little more than a couple of clicks, and the WorkMan. This game has many puzzles to work out, which will keep the thinkers happy. Even better, many of the puzzles can be solved at any time in the game, so Gateway's game play is very non-linear in many instances. Some puzzles that I solved right at the start did not pay off until near the end of the game! If you like action, shy away here. Yet, for a great mental challenge, a terrific story and a fun way to pass time, look no further!

-Alex

is an excellent feature that should not go unnoticed. Some of the puzzles can be difficult, but what is the fun of playing a game that you can get through in several hours? Also included with this game is a complete hint book. I found myself waiting to see the cinematic displays: they are truly incredible. I guess the only complaint that I can think of is that I would have liked to have seen a bigger picture window. Legend does solve this problem in a way. When you get to an important part or when you're talking to certain characters, you will get a blow up screen. This in no way detracted from my review, it's just a comment!

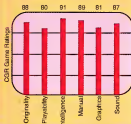
-Rick

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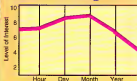
-Steve



Spellcraft: Aspects of Valor by ASCIIWARE



Overall Rating: 87%



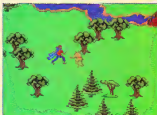
Game Specs:

Requirements: 545K
Support: Keyboard, Mouse (recommended)
Sound Support: Ad Lib, MediaVision, Sound-Blaster
Available for: PC and compatibles
Designed by: Michael E. Moore, Joe Ybars
Distributed by: Broderbund
Retail Price: \$59.95

A new age of sorcery looms threateningly in our near future. The world is endangered by an influx of arcane forces which deserted the planet millennia ago. An adept must rise up from the ranks of the mundane to combat this danger and prevent the destruction of two colliding worlds. That mage is Robert Garwin. Spellcraft is a role-playing game of a different style. The single person aspect (as opposed to the common 'party' based RPG's) sets it apart from many other RPG's. The game also offers a unique spellcrafting system in which you create and modify your spells using different 'aspects' and control ingredients. Different ingredients will affect various attributes of the spells. You will have to defeat hideous creatures and enemy spellcasters on the elemental planes. Your quest will take you to the far reaches of the planet in search of rare reagents and even into Death's Domain.



What was once mere fantasy has become a real threat. Robert must learn the rules of magic or perish.



In his quest to master the ways of magic, Robert must defeat fearsome opponents in their own domains.



The workshop is a place to develop and modify your list of spells. A miscast spell could be hazardous!



Contacts from various parts of the world will supply you with precious spell ingredients and information.

At the very least, this game gets points for originality. I have never before seen a game handled in this fashion. While the graphics are not the most impressive have ever seen, they are still not bad compared to the majority of role-playing style games. Plus you get to modify your spells for increased performance! This is something far different from the fixed parameter, static ingredient spellcasting that is incorporated in just about every other fantasy game. The quests are also a step up from the mindless hack-and-slay. To beat your opponents in their own domain takes strategic magical combat.

-Alex

This being their first game for the PC says a lot for ASCII, an up and coming game company! Spellcraft is a good solid game that takes fantasy in a new direction. You choose which element (Earth, Air, Fire and Water) your magic comes from, and use it accordingly. The music in this game is very good and does not get boring or off-putting! The graphics are very well done in the still shots, but I would have liked to see more with the actual game graphics during play. I also like the way the spell mixing is accomplished. The thing I did not like was the way you can walk right through trees.

-Rick

Spellcraft: Aspects of Valor has had me in its silicon grip for a number of days now. It's frustrating, bothersome, annoying and difficult and I haven't had so much fun being frustrated, etc. in a long while. This is an excellent role-playing game with some very nice touches as far as spell creation and game play style. While the combat is difficult to learn at first, it is not bad after playing the game for awhile. My only complaint is that it can be time consuming to cast several different spells, which is troublesome in the middle of combat. The fact that you go back to Earth frequently is a great touch!

-Steve

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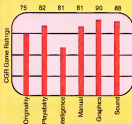
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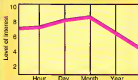
CIRCLE #170 ON READER SERVICE CARD.



Aquaventura by Psychosis



Overall Rating: 79%



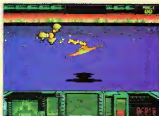
Game Specs:

Memory Requirements: 512K, Joystick
Support: Joystick, Keyboard
Available for: Amiga, Atari ST
Designed by: Bill Pullen
Distributed by: Psychosis
Retail Price: \$49.95

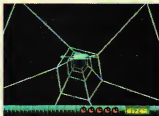
After the nuclear holocaust, the population of the Earth is reduced to a small number of people working in undersea laboratories. Such a devastated civilization seemed like easy pickings for the alien Spurcians. In a last effort to survive, the humans launched a spaceship, but forgot to bring the power source needed to replenish the life support systems. They sent you to retrieve it, but as you left, the mothership was destroyed. Now, as the only human left in the universe, it is your job to wreak havoc and revenge on the marauding Spurcians. Piloting your craft, you must engage in battles through ten difficult levels, destroying the guardian encased in the central pyramid in each one and re-establishing the aquatunnel links between the various undersea colonies. Aquaventura features excellent music and polygonal graphics which are fluidly animated. Vengeance shall be thine!



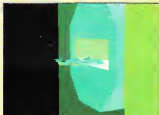
Your first task on each level will be to destroy the solar generators. Watch out for the SAM missiles!



Enemies will cluster together to form stronger units that are harder to kill and pack a tougher punch.



After killing a guardian, you must fly through the aquatunnels. Be sure to avoid the walls!



After going through the aquatunnel, you can replenish your energy and weapons supplies.

Aquaventura reminds me of the old Battle Zone game on the Atari 2600, although the graphics are obviously much better than the blocky Atari images. The background music was well composed and does not instantly get on your nerves. It offers enjoyable game play, but there was not enough variety to make it really interesting. Different animated sequences and pictures add to the graphic quality. The action-style game play is addictive to arcade fans, but it lacks the depth to be a real quality game. I'd probably enjoy it more if additional objectives were added and the levels were longer. **-Alex**

Once again, for the newcomers, I must say I do not like shooters very much. However, I had a lot of fun with this game. While the graphics are not all that great, the game play is fun. However, it does take some getting used to. The still screens and death screens are well done. The sound is good and the music is excellent. It does not get repetitious. I actually found myself humming along with it. Pretty much the only two faults I find with the game are the graphics and the length. There are only ten levels, so you will probably be able to get through the entire game in one or two days. **-Rick**

Another Psychosis shooter? Generally speaking, shooters leave me a bit flat, but I am pleasantly surprised by this game. Aquaventura is a good game that's slightly hampered by a clunky control scheme. Still, the game plays well enough to be engaging and fun. It also helps that Psychosis has continued the trend of nice graphics and animation. The music is also excellent and doesn't have the problem of becoming annoying, which is the case with many games, especially shooters. The best effect in the game is the SAM missiles tracking your craft as you move in for the kill on a solar panel. Good stuff! **-Steve**



"A LANDMARK IN COMPUTER WARGAMING"

Computer Gaming World

JUNE 7, 1944



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Wing Commander 2: Special Operations Disk 2 by Origin

Requirements: 640K
Support: Joystick, Mouse
Add'l Support: Ad Lib, SoundBlaster, Roland
Available for: PC and compatibles
Designed by: Origin Systems
Distributed by: Origin Systems
Retail Price: \$24.95



The saga of Wing Commander continues in the Special Operations 2 disk. You get the opportunity to fly the newest superfighter, the Morningstar, against the Kilrathi foe. The Special Ops 2 brings you 20 new missions with the space dogfights and interesting storylines that you



have come to expect from the Wing Commander series. A mission selector also comes with the disk which allows you to replay missions from the previous games.

Great graphics as always. The subplots add a lot to the game, but the combats can be tough. **-Alex**

I love Wing Commander, and this add-on just makes it that much better! This is worth getting!! **-Rick**

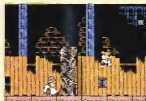
Wing 2 Ops 2 is great, but you'd better be in top fighting shape! The missions are tough. **-Steve**

Titus the Fox by Titus

Requirements: 512K
Support: Keyboard, Joystick
Add'l Support: Ad Lib
Available for: PC compatibles, Amiga, Atari ST
Designed by: Titus
Distributed by: Titus
Retail Price: \$49.95



Poor Titus, his beloved vixen Foxy has been kidnapped. While investigating a story as a cub reporter for Fox and Locks Magazine she was snatched by bandits and sold into the harem of Shah Hassan. It will not be easy, but it is up to Titus to get her back. You must guide him in



his search through this multi-level arcade style game. You need to be as clever as a fox to get past the different foes that block your way and finally rescue your fiancée.

Cute, but the game play is just not exciting. Also, the screen does not stay centered very well. **-Alex**

I like the sound, although repetitive, and the graphics are good. A nice game for a rainy day. **-Rick**

This is a cute arcade game that should appeal to kids as well as adults. Nice graphics! **-Steve**

Pit-Fighter by Domark

Requirements: 640K
Support: Keyboard, Joystick
Add'l Support: Roland, Ad Lib, SoundBlaster
Available for: PC compatibles, Amiga
Designed by: Tengen
Distributed by: Accolade
Retail Price: \$34.95



You've seen it in the arcades and now it's coming to your home computers. Pit-Fighter brings you brutal hand to hand combat like you have never seen before. You choose from three different characters, each with his own distinctive fighting style. You will be face to face against



seven of the toughest, dirtiest back-alley brawlers you will ever meet. If you can fight your way past them, you will get the chance to get beaten by the best pit-fighter around.

Better than most fighting games that have been converted. The control is a bit sloppy. **-Alex**

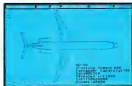
This is not a bad game, but the control is bad and that drags the score down. Nice music! **-Rick**

This is a pretty good translation, but I wasn't a fan of the coin-op. Control is very hard. **-Steve**

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AIR BUCKS



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Impressions

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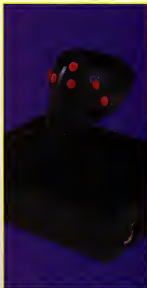


HARDWARE REVIEW

ThrustMaster is paving the way with advanced flight control through the Flight Control System (joystick) and the Weapons Control System (pictured on the far right). The flight Control System has three buttons that will handle different tasks depending on the game and a unique rolling button on top that allows you to see different views with certain games. This joystick is also self centering. That means there are no more X,Y centering switches to play with at the beginning of each gaming session.

The Weapons Control System is an add-on feature that plugs into the computer where the keyboard normally attaches, with the keyboard attaching into the Weapons Control system. There is a series of dip switches that have to be changed to correspond with various games. There are a total of seven switches that will perform different functions that the keyboard would normally do. The instructions come with several of the different switch settings. The games that support this control will also have the correct settings, such as Aces Of The Pacific, Falcon 3.0 and many others.

I must say that I do not agree with Rick's assessment of this product. While it is true that the control and convenience offered by the ThrustMaster controllers is unmatched in playing flight games, that is not the case for other types of games. The joystick is a bit too loose to play some other games with precision. The design allows you to play your favorite sims with almost no keyboard use. If you are looking for a control system for just your flight games, then I heartily recommend these, but it is not the best all around joystick. -Alex



Left: The ThrustMaster joystick features a self centering stick, and four buttons for your comfort. **Right:** The Weapons Control System acts like a keyboard, and control things such as speed, flaps and communications.

This is without a doubt the best Joystick and add-on out on the market to date! I immediately hooked it up and started playing Aces Of The Pacific (Dynamix). I can't express the feeling of realism you have with these two items. In my left hand, I controlled the speed by moving the WCS forward and backward, then I lowered the flaps using the switch 7a. In the other hand, I fired and dropped bombs at will. The next game I used them with is my favorite game of all time game, ATP (SubLogic). I felt like I was in the cockpit! The Best! -Rick

ThrustMaster's Weapons Control System is an excellent controller for flight games, but it serves very little purpose for other game types. The ThrustMaster joystick is good for the average game, and excels as a controller for flight. Put more simply, these two controllers in tandem provide better flight control than that provided by one stick and a yoke system. Beyond the realm of flight simulation, however, the Weapons Control System serves no purpose and the joystick is average. If flight is your thing, this is the best around. Otherwise, keep looking. -Steve



Child Support

Body Illustrated

by Konami / Spirit Of Discovery

With the goal to educate and entertain, Body Illustrated is designed to operate in five distinct modes: Exploration, Lessons, Encyclopedia, Tutorial and Game mode. This program is for ages 12 and up; however, the younger kids will like the 256 color VGA graphics, and the added bonus of digitized speech will provide hours of fun. Over 350 richly detailed anatomical parts and 13 systems make this a huge program. You can even create your own personalized lessons. This is a must for any student or anyone who is fascinated with the human body!



Above: Take an in-depth look at the human hand. **Right:** Examine the entire skull, including the 22 bones that make it up. If you choose, you can examine it at several different angles!



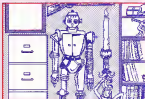
The main menu shows you the many choices available!



Time Treks

By Davidson

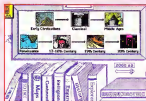
Time Treks is an exciting race through history. Dangerous tyrants from the past are threatening to destroy it and control the future. The archives consists of two main sections—the Timelines and the Themes. The Timelines section contains over 170 time charts covering events, people, wars and other historical facts. The Themes section contains more detailed information on science, wars, continents, religion, time, communications and other topics. The two areas allow you to explore world history by century or by topic.



Above: embark on one of the many quests, and try to solve it by receiving hints. **Right:** go to this section for help. Look up different topics by clicking on the item of your choice.



Above: learn about the twentieth century with this chart.



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An American Tail

by Capstone

Kids will enjoy this game based on Steven Spielberg's animated movies, *An American Tail* and *An American Tail: Fievel Goes West*. Join Fievel Mousekewitz and his friends in a rollicking series of puzzles, games and adventures from the mean streets of turn-of-the-century New York City to the dusty plains of the old west. You and your child will enjoy the beautifully bright colored screens, as well as animation. *An American Tail* supports the IBM / PC and compatibles, with VGA graphics and has support for most major sound boards. If you liked the movie, then you will love the computer game!



Above: Look at the incredible detail of the characters on a hand painted background. **Right:** Talk to the little gentleman in the background for some information regarding your journey.



Get some advice from the friendly character above. Be nice throughout your quest.



Rock-A-Doodle

by Capstone

Rock-A-Doodle Computerized Coloring Book is here. No more going out to the supermarket at 8:00 p.m. for crayons. The latest in the coloring book series gets rid of that need! All you do is boot up your computer and let your child's imagination run wild. Rock-A-Doodle features an array of background scenes from the film where users can place the characters of their choice, including Edmond transformed as a kitten, trusty old Patou the dog, the mouse Peppers and many more. The pictures can be colored with up to 256 colors using the 16 color palette and mixing capabilities, or you can print them out to color with markers! Included with this package is a Parent/Teacher learning guide!



Below: You can see the places that still have to be colored in.



Left: Your child can select from a wide variety of colors to fill in his or her favorite character. **Below:** Place any character, or any combination of characters, in several different backgrounds. **Left:** What color will your child choose to paint the stove?



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IN THE WORKS

AFTER SUMMER CES, THE RUMOR MILL HERTS UP!

Conversions have been hitting the shelves a lot lately. Leading the list is the PC version of *Dungeon Master* from FTL Games. This was one of the hottest games around on the ST a few years ago and PC gamers will be very pleased with what they see! The game comes with a sound adapter that connects to the PC's parallel printer port and an amplifier or stereo system.

Other new conversions include two hot ones from Electronic Arts. *PGA Tour Golf*, one of the better golf simulations out there is coming for Windows. *Golf on Windows*? Yes, yes, and again yes! EA is also hard at work on the release of *Powermonger*, that Bullfrog classic for the PC. There still isn't any word yet from EA about the PC version of *Populous II*. Whoever said that waiting is the hardest part was probably waiting for this game on the PC!

Speaking of games that we've been waiting (and waiting and waiting and waiting) for, the latest word from Sir-Tech is that *Wizardry VII* is going to be coming out in September. We've been waiting on this title for a long time, but it looks like we will have to wait a little longer. Of course, with the dedicated following and past success of the *Wizardry* series, the wait for the latest installment will definitely be worth it!

For those of you out there with a Super VGA card and no software to support it, get ready for an explosion! Games will soon be coming out with SVGA support, and several games will be coming out that require SVGA! Look for some exciting stuff from *Three-Sixty Pacific* in this realm. Other news from *Three-Sixty* is that *MegaFortress* will have a sequel. This

was one of the best flight games from last year, so you can be sure that the sequel will raise a number of eyebrows around the industry.

In other news, *Villa Crespo* is looking to revolutionize the pricing software industry with a series of products that will knock your socks off. These games will be of the same high quality that players have come to expect from Illinois-based *Villa Crespo*, but they will be hitting store shelves at prices that will make *Crespo's* competition green!

For a quick laugh, give a call out to 1-800-MILTIE B. No, it isn't a joke line. Instead, this is the way to contact Comedy Software. The company is coming out with a huge database of Milton Berle's favorite jokes. The software includes over 10,000 jokes and one-liners from Berle's classic bits. For you budding stand-up comics out there, the software will also have a section that will help even the rankest novice get over his or her fear of standing in front of large crowds. Mac users will be able to get in on Berle's act soon, as Comedy Software is working on creating a Mac version of the database.

Modem users will have a new feature to look at soon with an on-line system coming from Maxis. The number for the line is 1-510-A KID TOY. For those of you who don't have letters on your phone, that number is 1-510-254-3869. Speaking of Maxis, the word is that they are looking to make a few changes to the upcoming *El-Fish*. While I truly enjoyed the version I saw at CES, Maxis is a little worried that many dedicated Maxis users won't find enough of the "toy" feel that made *SlimCity* so popular. Also speaking of Maxis, look for *SimLife* to possibly

appear in science museums around the country.

Paragon, the adjunct of *Microprose*, is still hard at work on *Mantis*. The company has recently announced that it is planning a speech pack for the game, as well as a CD-ROM version to come out later this year. *Challenge of the 5 Realms* is still in progress as well. Look for some extensive coverage on this title in the next issue of *CGR*.

As mentioned in the last issue of *CGR*, *Spectrum Holobyte* has the license for *Star Trek: The Next Generation*. While the game will not be out for a number of months, this title has generated a lot of excitement around the *CGR* offices. *Star Trek* has always been a favorite here, and the latest series of shows has proven just as popular. *Spectrum* is also producing another *Tetris* title. This time, it's called *Tetris Classic*. It will be almost exactly the same as the original *Tetris*, but it will have some very healthy additions in the graphic and sound department. The pictures used in the game focus on a fairy tale, and one play option allows you to view the picture behind the area where the pieces fall. For those of you who missed the original when it came out way back when, this is your chance to pick up on the fun and excitement that this title has generated.

Be sure to check out the coverage in this issue on the latest *Might and Magic* title, *Clouds of Xeen*. This game, and its follow-up, *Dark Side of Xeen*, look to be major breakthroughs in the gaming world.

That wraps it up for this month. We'll be seeing you here next time for the latest and greatest rumors!

The evil lord Grimnoth demands the Crown of Alonia.
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Will the fantastic beings you need to complete your quest actually come to your aid? Will you have the mettle to survive adventures in a vast underwater land or a magical kingdom in the sky? And will you find all the clues and enchanted objects you need to break Grimnoth's sinister spell?



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Challenge of the Five Realms will thrill you with a multitude of wondrous and unpredictable scenarios. Scenarios brought to life by hundreds of strange and magical beings, compelling animations, captivating digitized

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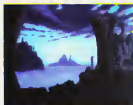


CGR PREVIEWS

M

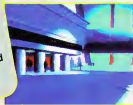
by Strategic Simulations Inc.

M is SSI's newest science-fiction fantasy role-playing adventure. This new graphics-based 16-bit game features state-of-the-art animation, full-continuous score, a full-screen isometric view that scrolls smoothly and detailed scenes with special effects. The cinematic views and rich animation give M the look and feel of a full-scale film production! This is the first in the series of M games which feature an undercover team of men and women characters. They are called to the planet Monsoon to help free kidnapped diplomats. If you liked Strategic Simulations previous role-playing games, don't miss this one!!



TECH-SPECS

Developer: SSI
Format: PC / Compatibles
Graphics: EGA / VGA
Theme: Role-Playing
Sound: Adlib/Sblaster/Roland
Available: August, 1992
Cost: \$69.95



Dark Sun

By Strategic Simulations Inc.

SSI is hard at work on its new 16-Bit AD&D role-playing game, Dark-sun: Shattered Lands. This is the first new engine since the 1988 introduction of Pool of Radiance.

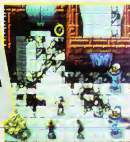
This new AD&D engine features numerous technological advances in 16-bit game playing such as the increased size and scope of the game. It has a new, easy to use interface, pop-up menus and pull down windows, a simple point and click combat technique and movement which scrolls smoothly in 8 different directions. Included with this new engine are fully-implemented music and sound effects. Now, fully-animated characters move with more than 25 frames of animation provid-

ing a realistic game play. Your basic mission is to escape into the hostile wilderness, join with other escaped slaves and create a rebel force powerful enough to destroy the evil sorcerer-king's army! There are also over 200 spells to cast!



TECH-SPECS

Developer: SSI
Format: PC / Compatibles
Graphics: EGA/VGA
Theme: Role-Playing
Sound: Adlib/Sblaster/Roland
Available: September, 1992
Cost: \$79.95



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COR PREVIEW

Warriors of Legend

by Virgin Games

Virgin Games is about to release another Excalibur-type game with some noticeable improvements - the main one being the way you can walk behind buildings. This fantasy role-playing game has you band together a warrior, a seductive thief, a wizard and an archer to defend the kingdom of Lemuria against the curse set upon it by the vile Black Circle. Journey through seven episodes of intrigue and do battle with The Black Witch, the Mistress of Stone and outwit the Illusionist and his nasty lions. Finally, you must confront the ultimate nemesis - Set, the God of Snakes. Go in confidence and return in victory. You control the Warriors of Legend! With 256 color VGA graphics and complete sound board support, this game will be whisked from the shelves fast, so purchase your copy soon!



TECH-SPECS

Developer: Virgin Games
Format: PC / Compatibles
Graphics: EGA / VGA
Theme: Action / strategy
Sound: Adlib/Sblaster/Roland
Available: July, 1992
Cost: \$29.99

Ultima VII Part 2

by Origin Systems

Origin presents Ultima VII Part 2. Attention all you Ultima fans: take a look at these pictures! The graphics as well as the sound have improved. In this sequel, it is up to you to tie up the loose ends! What really happened to the Guardian when the Black Gate was destroyed? You will be taken to the Serpent Isle where your adventure starts. Watch yourself travel to the island. Your ship will go through the fog, and the realism is intense! You will also see the ship rolling with the waves, and hear the waves crash against it! Additionally, this new version includes improved character icons. Whenever you talk to another character, you will see them in detail. The pictures that you see here do not do the game justice. This game looks and sounds like a true cinematic experience!



TECH-SPECS

Developer: Origin Systems
Format: PC / Compatibles
Graphics: VGA
Theme: Role Playing
Sound: Most sound cards
Available: Summer, 1992
Cost: Not determined



The Betrayal at Krondor

by Sierra / Dynamix

Get ready role-playing fans, The Betrayal at Krondor comes to life with Dynamix at the helm. Based on Raymond E. Feist's critically acclaimed Riftwar novels which sold over a million copies worldwide, you will roam the world of Midkemia in different roles, untangling the mysteries of many sub-plots and mini-adventures.

Using the Dynamix advanced simulation technology seen in Red Baron and Aces Of The Pacific, this game provides the smoothest, most realistic animation available in any fantasy role-playing game. Advanced combat intelligence make confrontations more realistic and challenging. Multiple paths lead to different events and conclusions, with characters battling an ancient evil using spells and weapons. It comes with 256 color VGA support!



TECH-SPECS

Developer: Sierra / Dynamix
Format: PC / Compatibles
Graphics: VGA
Theme: Role-Playing
Sound: Adlib/Sblaster/Roland
Available: October, 1992
Cost: \$69.95

Spoils Of War

by R.A.W. Entertainment

Spoils Of War is a game about discoveries, colonization and conquest of foreign lands on far away continents. The objective is to be winner of the race to control the continent! Two to four players (human or computer) can play with 10 difficulty levels; four different seasons with seasonal impact on movement, supply, etc. You will have admirals and generals to command, each with their own men to lead and with that honor comes loyalty and administration values for each. Movement, experience and morale values for each are provided, too. Each game consists of two phases: A Strategy Phase and an Action Phase. The Action Phase is divided into three sub-phases for added realism. Other features include random events, gifts, hiring transport, plunder and investment, just to name a few!



TECH-SPECS

Developer: R.A.W.
Format: Amiga/PC
Graphics: EGA/VGA
Theme: Military Simulation
Sound: Most sound cards
Available: June, 1992
Cost: \$ 59.95



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IN-DEPTH PREVIEW

The long awaited sequel to *Might and Magic III* is here with *Might And Magic: Clouds Of Xeen*. This latest episode in the *Might and Magic* series contains all new graphics and



sounds, as well as a number of brand new features!

Pick from a variety of characters including Fighters, Wizards and Paladins. Be prepared to speak with many strange and interesting beings. When you approach a special area on the map like a dungeon, the guardian of the area will speak to you and will be pictured on a full-



In certain areas, you see full-screen graphics of guardians.



size screen. Each area requires you to give the guardian a special item before you are allowed to enter.

For those brave adventurers who made it through *Might and Magic III*, be prepared for a much larger area to cover! The world in *Clouds of Xeen* will be larger than that of *Might and Magic III*. However, due to an improved game engine and system as well as a more compact storyline,



Meet some new characters in your all-new adventures with *Might And Magic: Clouds Of Xeen*!



Be prepared to encounter both friend and foe!

you will probably spend the same amount of time on *Clouds of Xeen* as you did for its predecessor.

Clouds of Xeen has a whole new interface that utilizes an easy to learn point-and-click system. In previous games, when you wandered into certain areas things happened automatically. With *Clouds of Xeen*, you will need to click on items on the screen before anything happens.



Go into the different shops and talk to the new store personnel.

Not only does this make *Clouds of Xeen* more interactive than the previous *Might and Magic* games, it also requires you to think more about what you are doing!

As is the case with other games in



The Dwarf Mines should be one of your first stops in *Clouds of Xeen*. Below: some of the guardians look very fierce!



the *Might and Magic* series, be ready to tackle a whole slew of new monsters and creatures, and be prepared to learn a number of brand new spells!

New World Computing is well known for its high quality software titles. By far, one of the most popular role-playing series of games has been the incredible *Might and Magic* series. With three games out and thousands of fans and dedicated players around the country, the series has now moved to its fourth installment. Jon Van Caneghem of New World Computing took a few minutes to talk to **CGR** about what players can expect in the latest *Might and Magic* adventure, *The Clouds of Xeen*...

CGR: What unique difficulties did you face in creating *Clouds of Xeen*?

Jon Van Caneghem: "It was such a large project that keeping it all organized was very difficult. We had to constantly stay focused on keeping the game fun. Another problem was that this was the first game for us where the game design was completed before we

had finished the game engine. So, it required some guess work in the design and there were some things we had to work into the engine because they were a part of the original design."

CGR: Was there anything you would have liked to include in the game that could not be included due to space limitations or time constraints?

Jon: "We would have liked to have full speech for every character and just totally do away with the text on the screen, but the space limitations on disks just didn't allow it. I also would have liked to see more digitized sounds included to add mood to the game, but to get to the that level, we would be talking about a CD-ROM project."

CGR: Is CD-ROM in *Might and Magic's* future?

Jon: "Yes, definitely."

CGR: How much larger or smaller is *Clouds of Xeen* compared with *Might and Magic III*?

Jon: "As far as playing time is concerned, the two games are about the same length. However, *Clouds of Xeen* has a much larger map in terms of area. The quest in this game is much more focused and streamlined than the quest in *Might and Magic III*. Players will not have as much wandering around. The whole game is much more directed. There are also a bunch of smaller sub-quests in the *Clouds of Xeen* game, which there weren't in *Might and Magic III*."

CGR: What new features should players look for in *Clouds of Xeen*?

Jon: "We have a new point-and-click interface in the game. In *Might and Magic III*, things would happen automatically when you walked to a certain place on the screen. That doesn't happen any more in this game. There are a lot of new things in *Clouds*. There

is an auto-note taking system that will record all of the main points of every important conversation you have. There are some new help features. *Clouds* has all new monsters and spells and you get the chance to build your own castle. Another major addition to *Clouds of Xeen* is that every time you go to one of the major locations on the map, you get a full-screen display where the guardian of that area talks to you. After they speak, the scene goes back to the normal game screen."

CGR: Can you give us any hints about quests or puzzles in the game?

Jon: "One thing that comes to mind

is that most of the passwords for the mirror portals are on the map that comes with the game. That should help players out a lot, since those passwords really aren't anywhere else in the game."

"When someone starts playing, their first job should be to solve the puzzle in the first town. Every town has a puzzle to be solved. When the puzzle is completed, it activates the

beneficial powers of the town's well. After the puzzle in the first town is solved, the player should go to the Dwarf Mines and then to the Witch's Tower."

"Each of the special areas in the game (places like dungeons and towers) have a guardian who requires a special item to let you in, kind of like a toll. To get the items, you need to go on quests. You get some items at the start of quests and others as your reward for finishing a quest."

CGR: Where does the *Might and Magic* series go from here?

Jon: "Players will notice that there are two dungeons and two towers they can't enter. The Pyramid Portal is also not properly aligned. The next game in the series will be called

Dark Side of Xeen. If you put both *Clouds of Xeen* and *Dark Side of Xeen* on the same hard drive, the two games will interact

and you can travel between the two games by walking through the Pyramid Portal. *Clouds* will have its own quests and end, *Dark Side* will have its own quests and end, and the two games together will have quests that go back and forth with a third, special ending. Of course, each game stands alone as well."



HEY! YOU DESERVE A BREAK!

A coffee break, that is.

Computer Game Review and Villa Crespo Software have decided that you people need to work less. You need to take a few minutes and relax. Kick your shoes off and put your feet on top of your desk. Hey, take it easy! It's Coffee Break time! Villa Crespo has been hard at work producing the Coffee Break Series of games. We're giving five CGR readers the chance to capitalize on all of Villa Crespo's hard work. That's right, five lucky winners will get Amarillo Slim's 7 Card Stud, Casino Craps, Dr. Wong's Jacks + Video Poker and On Target - four games in the Coffee Break Series. To enter, simply circle #200 on the reader response card in this magazine! It's that simple. And if your name is drawn, you'll be able to take a coffee break whenever you want. The boss won't be able to say a word! In fact, when he or she gets a look at these games, he or she will want to join in the fun! While

you are busy circling #200, take the time to circle the numbers corresponding to the video game companies you would like some more information on. That's all there is to it. Fill out the other information, so we will be able to contact you if you win. Good luck, and remember not to work so hard.

We have a winner!

Ah, Spring has sprung, and our Dream Date Contest has a winner. That winner is none other than Myron Straka of Curfice, OH. Congratulations, Myron. Now you can look forward to a life long commitment with lots of really cool software. Enjoy!

Contest Rules: All entries for the Computer Game Review / Coffee Break Sweepstakes must be postmarked no later than 6/30/92 and received at the P.O. Box in Boulder, Colorado no later than 9/14/92. The random drawing will be held on 9/25/92 and the winner will be notified by mail and his name published in the October issue of Computer Game Review. Prize value is \$1000 based on MSRP of all products included. The decision of the judges in the selection of the winner is final. Neither Computer Game Review, employees of Villa Crespo Software, nor the judges will be held for lost, misdirected or illegible entries. No purchase is necessary to enter. Multiple entries are accepted only if each under separate postage. Employees and families of Bender Publishing Group, the publisher of Villa Crespo Software are not eligible to enter. Void where prohibited. © 1992 Villa Crespo Software.



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CIRCLE #139 ON READER SERVICE CARD.

COMPUTER Q&A

The Micro Medic of the Software World Speaks!

by the Game Doctor

I am the Game Doctor.

Perhaps you have heard of me, or read my columns in the dozen or so different magazines in which they have appeared for over a decade. I have travelled through this internship of mangled joysticks and floppy disk deformity in the company of Arnie Katz, Bill Kunkel and Joyce Worley. They have proven good friends and, after all, everybody needs a doctor.

In this, my latest and perhaps most enjoyable assignment yet, I will be writing Q&A columns for not only this magazine, but for **Electronic Gaming Monthly** and the upcoming **Electronic Games**. Each column will, of course, be slanted toward the readers of that particular magazine. So let's get the ground rules over with and start Q&A'ing: 1) Make sure your name and address is on both the envelope and the letter itself; 2) No hint questions—the Doc leaves that to the experts who produce the rest of this fine magazine.

Okay, Game Nurse, toss us the Questions:

Q: Since you seem to know more than anyone on this subject, I have two questions: 1) What is the best IBM-compatible with VGA in the \$500-\$1000 range? 2) What, in your opinion, is the best modem service?

Tim Shields
Parrish, AL

A: Since I do know more than most folks on these subjects, I shall answer you. Forget anything remotely state-of-the-art in the \$500 range unless you plan on buying it at a garage sale. At the high end of your spending bracket is OEM machines which small companies

assemble, buying the components from various companies. The overhead is low, so you usually get a great deal, but the problems are also substantial. Getting them fixed, for example, can be all but impossible. The Doc has purchased many such computers and the delivery companies have damaged every one—in several cases having the temerity to lie about the damage after the fact! Then, it's a battle between the small computer guy and the big league air freight, or freight, company, while you wait in the wings to see who's going to foot the bill.

There are many advantages to buying at well known chains. They are less likely to disappear and they repair their products, but the prices are not as good. Besides, the 286 is practically a dead duck, with 386, 486 and even 586 machines coming along. And don't forget Super VGA, sound boards, joystick and mouse boards, CD-ROM and, well, you get the picture. A fully-loaded PC is simply not obtainable much under the \$2,000 range.

As for the "best" modem service, I shy away from questions that have me suggest the "best" anything. What are you looking for? News? Stocks? Conversation? Entertainment? In the old days, you couldn't beat Q-Link on the C-64; it was a true Golden Moment in telecommunications that seems to have died. Quantum Services still provides America On Line for Mac and PC users, but in my visits online, I've found the liveliness level way down from the wild Q-Link days.

Definitely the hot new services in the computer world—in addition to Granddaddy CompuServe—are Prodigy and The Sierra Network. TSN is quickly drawing a cult that proclaims it the greatest leap forward yet in on-line services, especially once all those great games get up and running. Even now, I would recommend taking a jump in.

Q: I have some questions about the "Headstart LX" with CD Drive. First off, it does not accept some games that my friend's computer will. Some games that wouldn't work are *X-Men 2*, *X-Men 2 Construction*

Set, *Crime Wave*, *The New Printshop* and *Eye of the Beholder*. I paid a lot of money for these games. too!

Jeremy Johnson
Brainerd, MN

A: I called up Headstart Computers, Jeremy, and you'll be glad to know that they had a record of your call that jibed with the date on which you wrote this letter (which led to them sending you a new mouse, I believe?). The tech support person made several salient points that future letter writers should take into consideration:

1) Saying that certain games worked on your friend's computer but didn't work on yours tells us nothing. Your friend's computer could be a 486 with tons of RAM, for example.

2) Similarly, saying "the games . . . wouldn't work" doesn't tell us much, either. What happened? Did the screen go to black? Did a message appear (one saying, for example: "Insufficient memory"?) or what? Diagnostics on faraway computers are tough enough, so we need as much information as we can get.

You also say you paid a lot of money for those games, which is certainly true, but you didn't even say whether the games you bought were CD or floppy. I presume they were floppy, since several of the titles mentioned have not, to my knowledge, been released in CD. That aside, why not simply return the games, explaining that they were unplayable on your system?

Now, for possible solutions: Headstart suggests that when the main menu comes up, don't click on the DOS command, since it's a memory hogging shell. Without all that memory consumed, those games may run. Finally, an observation of my own: I presume your system has a VGA monitor? Many games will not run on anything less these days.

That ties us up for this issue. I'll be back next month. Until then, you folks send me your questions, comments and criticisms! Aloha!

The Game Doctor (CGR)
c/o 330 S. Decatur, Suite 152
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TOP SECRET

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Questions lead to more questions but one thing is clear - the KGB reeks of corruption and you're about as safe as a long-tailed cat in a room full of rocking chairs. Be advised, comrade - you must act quickly and shrewdly to uncover the conspirators before they uncover you.

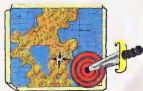
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- * VCR-style "REWIND" option for keeping track of important clues and information

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CIRCLE #194 ON READER SERVICE CARD.





CGR STRATEGY

DARK SEED

by
CYBERDREAMS

Mike Dawson has just purchased a new house in beautiful Woodland Hills, California. The home is a dilapidated old Victorian mansion secluded back in the woods, the perfect place for a writer like Dawson. Unfortunately, it is also the perfect place for an invasion from another world. Bio-mechanical beings plan to use the house and Dawson as their springboard into this world. As Dawson sleeps, an embryo is planted in

ting headache. To cure the headache, go to the bathroom and get the aspirin out of the medicine cabinet. Headaches (due to the embryo) will occur several times in the game. Always take aspirin immediately! Dawson does not think as well when he has a headache, and he will be unable to complete some tasks if his head is hurting.

is worth picking up. Take a look outside even though there is nothing of interest here yet.



his head. He thinks it was just a dream, but the bizarre occurrences around the house lead him to think otherwise. Dawson has just three days to stop the creatures before the embryo comes to full term, killing him and beginning a reign of terror on Earth!

In *Dark Seed*, you play Dawson as he tries to discover what is going on at his house. Your first day begins with Dawson awakening to a split-



After you take some aspirin, make sure you take a shower. Dawson will not go into a store or building if he is not cleaned up.

Take some time now to explore the old house. You could take a walk to the cemetery or to town, but you should learn the layout of Dawson's place first.

Besides the bedroom and the bathroom, the upstairs of the house contains a spare bedroom and a hallway. Go to the hall and climb up the ladder to the attic. There will be a few items of interest here. First, take a look at the old trunk. It is currently padlocked. It is also blocking the way to the balcony. If you push on the side of it, it will move slightly. Push twice more and it will be moved out of the way of the entrance to the balcony. Where the chest was you will find a watch that



After you have thoroughly explored the attic, climb back down the ladder and go downstairs. The doorbell should be ringing any second now, so walk to the door and answer it. The mailman will give you a package that contains a doll. This doll is your first clue that things in this house are not quite normal.



What a strange package! What is even stranger is that the doll is quite a bit more than it seems!



After your grisly experience with the doll, take a walk through the



lower part of the house. Off to the right of the foyer is the living room. The movers have brought in a huge mirror that has a crack in the corner. Take a look at it, and the other items in the room, before making your way over to the kitchen. At the moment, there is nothing of interest in this room, or in the wine cellar. After checking them out, go back through the living room and the foyer and go into the study.



While the books in the study may look interesting, the most important feature of the room is the map on the desk. Take a close look at the map after you pick it up. You will notice that it shows a secret room on both the downstairs and upstairs levels of the house. Walk over to the bookcase on the right wall and move one of the books. The bookcase will slide back, revealing a secret room with a ladder leading up.



After you look at the map, move a book on the bookcase to open the secret door. Once through the door, climb the ladder.



At the top of the ladder, you will find a rope. Grab it and open the

door on the other end of the secret room. When you leave, you will find yourself in your bedroom, back where you started.

Now it is time to take a look outside in the garage. Go back downstairs and out the front door. You will see a newspaper sitting on the sidewalk. Pick it up and read the front page story on your way back to the garage. You will notice a pathway close to the right side of the screen.



Click there to go to the backyard and the rear entrance to the garage.

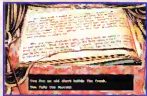
In the garage, you will see the remains of an old car. Take a look at it and then go open the trunk. Inside the trunk is a crowbar which could prove very useful in some places in the house. Make sure you take it before you leave.

By now, it should be early in the afternoon. Go back inside the house and up to your bedroom. The phone should be ringing. If it is not, wait a few minutes, because the phone call is very important. When the phone rings, you will hear that the library has a book on hold for you. Before you get it, though, you have some unfinished business in the attic to take care of first.

Leave your bedroom and go up the ladder to the attic. Remember how the trunk was locked? If you use the crowbar on the trunk lid, you



should be able to pry it open. Inside you will find a book. It is the diary of a former resident of the house who appears to have had some experi-



Read the book you find in the old trunk. It seems that you are not the only one to have headaches in this house!

ences that are similar to your own.

Since you are already in the attic, walk back out on the balcony. Take the rope that you found in the upstairs secret room and tie it to the gargyle. This will give you a quick way down to the ground, as well as



Tying the rope to the gargyle will give you another way out of the house.

another entrance into the house.

Take the rope down to the ground and walk around to the front of the house. Walk all of the way to the right and into town. There are four places in town that you can visit. The first one is the police station. Inside, you will find a gun in a holster on the far wall. It might be worth taking, even if there are no bullets in it. Of course, if you do take the gun and then come back to the police station, you will be arrested and will have to spend the night in jail.



The map of the house will prove invaluable in helping you learn the layout of the mansion and in helping to locate the secret door.

Next door to the police station is Klug's Market. Inside the market are several items that are worth purchasing. Before you buy anything, you will have to give the clerk some money. Be sure to pick up the bottle of insecticide and any other items you would like to pick up.



In the police station, you will find a pistol in a holster on the wall. In Klug's, you can find a number of other useful items.



Take a look around Klug's with your pointer. Several items are very useful, particularly the insecticide and the bottle of cheap scotch. You will have to watch your finances when making purchases.



The library is a storehouse of information that may be valuable to you. Remember that it closes at 6:00 every day.

The barbershop is next door to the market. At the moment, you will not be able to get inside because you did not call for an appointment. This is not important yet, so keep moving to the right to make it to the library.

At the far end of town, you will find the town library. Walk inside and talk to Sue at the front desk. She has the book you have been waiting for. When you read the book, it will change, similar to the way the doll changed in your house. However, not only will the picture change, but the accompanying text will alter as well. You may wish to write this clue down for further use, because when the picture fades, the book goes back to the library and you will not be able to find it again. Take care to do what it says.



Sue, the librarian, has the book on hold for you. It contains a clue that you will find to be of great interest.



When you look at the book on hold for you, it will change like the doll did. However, this time you will find some very useful information regarding your present situation.



While you are in the library, take a few minutes to look at the other rooms. Off to the left, you will see a room with a number of books. Careful searching in here may help you locate some items of worth. To the right of the main room is the microfilm reading room.

It is time to head home now and check out the cemetery that lies to the left of your house. Take a look at all of the graves (some of which are very humorous) and try digging one of them up with your crowbar. You will also find a mausoleum with the name Tuttle inscribed at the top. The crowbar will not be of any use to you here yet, so you will need to find



another way into it.

The rest of your troubles; the changes you undergo; the recurrent headaches and the task of completing the mirror and entering the Dark World, are now up to you. Failure means your death!—Steve Honeywell

**FOR THE
AMIGA AND
IBM PC**



Scenes shown above
are from the Amiga
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The name of the game
ocean

Welcome comrade. Are you ready for the challenge of running the Soviet Union? Have you wondered what the job is like? The time has come to learn how to run a country that is in economic havoc. Will you triumph in victory or will there be a...



CRISIS IN THE KREMLIN

Good morning comrade. I trust you have slept well. We are pleased to inform you that you have been chosen to be the next president of the Soviet Union. Remember, comrade, that you are a Soviet President and that you are being watched by the KGB and the military as well as by the people. Do not take this job lightly. If you do, it could be your worst mistake unless the Siberian winters mean something to you.

When you start *Crisis In The Kremlin* for the first time, you will have to choose the faction you want to represent. The first faction is the Hard-liners. This faction aims to maintain the rigid authoritarian regime that was stereotypical of the Soviet Union for years. The Hard-liners basically believe in total control of all production and distribution, with government-subsidized food, housing and other benefits to the citizens. The Hard-liners have a pro-

found distrust for the Western way of life and believe in maintaining a very strong military and KGB. If you choose to play as a Hard-liner, remember to make decisions with the military. Do not let your Western way of thinking cloud your judgement!

The next faction is the Nationalists. The Nationalists would like to see the establishment of a free enterprise economic system and political autonomy for the local regions, even if it means breaking up the Soviet Union! They believe outrageous military budgets are an unaffordable extravagance. If you choose to play as the Nationalists, your political support is shaky at best and you may have a harder time convincing the rest of the government to follow your agenda! Remember to stay in power, and do not step on the military's toes too often, or you may lose your own to frostbite!

The third and final faction is the Reformists. The Reformist faction wants to preserve the Soviet Union, but believes that the old ideas of centralized authority are too inefficient to allow the Union to survive in the modern world. They believe in twin policies of "Glasnost" (openness or self-criticism) and "Perestroika" (restructuring). They are more concerned about the welfare of the people than with the military and would prefer to cooperate with the West rather than let the military bleed the budget dry. If you choose to support the Reformists, your power will be uncertain, as everyone from all factions including your own will have their eye on you, waiting to see which direction you will go. The decision is yours to make, whether you want to lean towards the Hard-liners or the Nationalists. Remember - which ever way you choose to go, make sure you stick with it, because



too much jumping around will cause instability.

Start off by looking at the three charts in order of their importance to you. First, the Social Indicator. You are responsible for keeping an eye on these charts, and it is up to you



Keep a sharp eye on the Social Indicator. The colored bars show your status; green is the optimal color to obtain.

to notice any changes, good or bad. As a rule of thumb, green is where the indicator should be. Now, being realistic, (at least in the beginning part of the game) if the indicator is at least three bars long (or just starting to be in the yellow) you are doing fine. Looking at the chart above, you can see that civil rights are not doing well at all; this item (along with some others) may not increase in the beginning because some policies haven't been formulated or implemented yet. Do not spend much time worrying about this. As your new, benevolent policies are put into the mainstream, these categories will show steady improvement. Of course, you will still need to keep an eye on them.



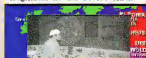
The political indicator will tell you how you are doing with the people, as well as the political strength of countries involved.

The next chart to look at is the Political Indicator. The Political Indi-

cator has four important items to consider. These items range from your political status to the way people perceive you as their leader. Once again, the optimal place is in the green. If you see your political status start slipping, it is time to react. This means you have upset one of the three main political groups. This can happen quickly - most notably after a policy change at May Day or during a crisis situation. If your foreign relations drop, it could mean that you did not support other countries enough in certain situations. If this happens and you have a big disaster at home (like the Chernobyl incident) you may not get the foreign aid needed to rectify the situation.

It is time to talk about policies. When May Day approaches, you will be asked to set your policies. When you choose to set them, remember what faction you represent. Hard-lin-

Swedish scientists today detected abnormal amounts of radiation which appeared to have originated in the Soviet Union.



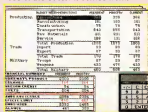
This is a typical disaster call that you will receive. In this case, Swedish scientists have discovered radiation leaks in your power plants. What are going to do?

ers won't want a passive or defensive military. They also will not want a free economic system - they want control. If you decide to make drastic policy changes, make sure you do it gradually or you may be heading to Siberia. Another point that must be made: if you keep moving a policy back and forth, the party members will get upset with you because it looks like you cannot make up your mind. This will create resistance that will lead to your downfall. When selecting your policies, you can gain the support of the people depending on what faction you represent. For instance, if you are a Nationalist and you gradually increase the economy so the citizens have control, they will

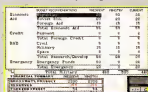
love you for it. This also holds true for work week length and wage controls.

The next item to tackle is the budget. This is the biggest task you will face and there is no easy solution that can be offered to solve all the problems (or for that matter, any of the problems). Everyone will do this differently. A lot depends on the way you answer the crisis questions. The first time you start the game, you will inherit the budget from your predecessor. This is not the best thing that can happen; in fact, it is the worst thing that can happen. For instance, if you are a Hard-liner, you will want to put more money into the military budget than the environment or space program. This is not to say that you should never put any money into these programs; but in this case, keeping the military happy is more important.

While playing the game, you will encounter several disasters ranging from earthquakes to nuclear disasters. Some other disasters that can occur are food shortages, strikes, alcohol problems and many others. Each crisis should be taken on its own merit. One type is not more important than another. Remember, the crisis you are facing at any given moment is the most important problem in your administration regardless of the sector it comes from.



Above: the main budget screen. Below: secondary budgets.



Taking a break from the budget, you should turn your attention to the map of the world. When you first start to play *Crisis In The Kremlin*, it will be hard to keep a watchful eye on the map because of everything else that will be happening. The dark red indicates the Soviet Union, the light red indicates a satellite nation (a country that is controlled by the Soviet Union) and yellow indicates a country that is currently having some type of problem. If you notice a country turn yellow, it is in danger of breaking off from the Soviet Union. Remember, while you are trying to keep control of the various Soviet

provinces and satellites that the budget still needs your constant attention. If you make it through ten years of presidency, you will receive a chart showing your progress through the years. The first ten years are the hardest. If you make it through

the support is bad. This can happen if a lot of money is taken away from the military and put it to another use. In this particular game, the KGB and military attempted a coup, but as the letter below shows, popular support was strong enough to resist it.

----- SOVNET -----

CITIZENS DEFEAT COUP

Comrade president,
Your people have resisted the military and overthrown the traitors. Now it is up to you to lead them through these troubled times.

knowledge of past history. Instead, you will now have different misfortunes to deal with (like what happens if South Korea invades China?). This is when the game

Year 6 - 1990 Sweden RECEDES East German Seceding Poland RECEDES Hungary RECEDES 3 German RECEDES Bulgaria RECEDES Czechoslovakia RECEDES 100 Shortage, 100% Environment in Danger Government weakening 1990 - Overall Index 4 Year 7 - 1991 Laos Seized, 100% Progress - Environment 100 1991 - Overall Index 4 Year 8 - 1992 East Shortage, 100% Progress - In Goods 100 Overall Index 4 Year 9 - 1993 100 - Overall Index 4 Year 10 - 1994 100 - Overall Index 4 Overall Index 4	PROGRESS ---- In Goods VICTORY ---- In Goods Crisis Severe Russia RECEDES Kazakhstan RECEDES 100% Shortage Year 11 - 1995 100 - Overall Index 4 Year 12 - 1996 100 - Overall Index 4 Year 13 - 1997 100 - Overall Index 4 Year 14 - 1998 100 - Overall Index 4 Year 15 - 1999 100 - Overall Index 4 Year 16 - 2000 100 - Overall Index 4 Year 17 - 2001 100 - Overall Index 4 Year 18 - 2002 100 - Overall Index 4 Year 19 - 2003 100 - Overall Index 4 Year 20 - 2004 100 - Overall Index 4
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becomes very challenging.

When you have a moment, look at the log for some very valuable information. Take a look at the picture above. This is a list of events that have happened in previous years. This is a good reference for future games. Not only will it

Hard-Line Support:	VERY WEAK	Perceived Stance:	MODERATE
Reformist Support:	MODERATE	Stated Position:	CONSERVATIVE
Nationalist Support:	MODERATE	Economic Vitality:	MODERATE
Popular Support:	STRONG	Military Power:	AGGRESSIVE
Diplomatic Relations:	STRONG	Prestige:	MODERATE

Crisis: Decisions: Political Party: 100%
Project: Chance Of Success: In Crisis: MODERATE

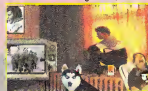
This chart shows your support for the past 10 years. Notice the "Very Weak" in Hard-line support; this is because the game was played from the viewpoint of a different party.

them, you should have less trouble making it through the next ten.

Looking at the chart of the ten-year summary, notice that the Hard-

Eventually, you will make it to the year 2000 and you will notice a whole new crop of problems. You will no longer have the benefit of the

show you your strengths, but it will also display your weaknesses and the mistakes you have made. The rewards for a successful rule are glorious, but the



price of failure is disastrous. Those Siberian winters can be very cold and cruel.

-Rick Zalud

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REALMS

THE PEOPLE OF THE REALMS



Non-human Races

Who knows how long these beings have roamed the vast plains of the world? The noble elves, doughty dwarves and foul orcs have lived long and have seen much change in the land. It is certain they were present long before man, and perhaps when humans destroy themselves they will thrive once again.



The cry to arms of the Dwarven King has brought forth his people from their mountain strongholds. While short in stature, their powerful build gives them the strength and durability of the stone and steel they work and shape. They intend to end this dispute quickly, so that they may return to the solitude of their ancient homes.



When the races go to war, only one will emerge victorious. Who possesses the might and wisdom to rule the Realms?

The forest-dwelling Elves are as graceful as they are beautiful. They possess no love of war, but swiftness, keen intellect and deadly precision make them dangerous foes. Strong racial pride and fear of extinction

drive them from their lush homelands into bloody conflict. The Elven High Lord will not rest until his people are safe from the other races.



Driven from their caves by a blood-thirsty warlord, the Orcs prepare to descend upon all who bar their way. Thriving on death and destruction, the squat humanoids would love to gnaw the flesh from the bones of the other races, keeping only enough for adequate slaves and sport. If they get their wish, the first to fall will be the foul, little dwarves and light-loving elves.

The Races of Mankind

In comparison with the other races which populate the Realms, the shadow of man is a new one to fall upon the mineral-laden soil. However, like many newcomers, they feel the need to test the limits of the age-worn patience displayed by those who have walked the land long before man came down from the trees. If not for their amazing ability to reproduce, they would have little going for them. The humans grow more and more numerous every year. Lands which once had quiet meadows and dense jungles have fallen under the heavy tread of civilization. Pressured by the need for expansion, they enter battle against the other races in an effort to gain much needed land for future generations.



The lovely but lethal Amazons live far from the problems which plague the males of their species. Needing men only for the minor detail of procreation, they are able to thrive in their own idyllic society. The Amazon Queen has decided

that it is time for her warriors to save the foolish males from destroying themselves by placing them under her wise and benevolent rule.



Lead by a chieftain of legendary might, the **Barbarian** hordes sweep down from the frozen mountains. The draw of riches, beautiful women and the luxuries offered by civilization is too great a prize for these primitive tribesmen to resist. The hardships of life which have made them mighty combined with unmatched fierceness make them a viable threat to the more advanced peoples.



Growing weary of looting along the coastlines, the Viking raiders have grown bolder. On orders of the Viking King, they have abandoned their lands of origin and are establishing a new homeland in the Realms. While the thralls build the new settlements, the warriors carve a path inland toward richer lands. To these men, there is no greater glory than to fall in battle and join in a feast with their gods in the halls of Valhalla.

Realms Strategy

Obviously, the main objective for Realms is to conquer the enemy forces. This is by no means easy, even in the most favorable conditions. The computer opponent acts very swiftly and gives you little opportunity to react to its seemingly unending waves of calvary and infantry. However, there are some tactics which you should keep in mind when you are trying to achieve victory. These tips are by no means a sure method of winning, but if you do not do some of these things it could very well cause your defeat.

When looking at playing a game of this type, there are two things you should consider. First, you need to know the enemies' strengths so that you know where, how and how hard he is going to hit you. Second, (and more importantly) you need to know

your foe's weaknesses. If you can find what the enemy is worst at, you can expand the problem and possibly win.



Before you exploit the faults of your opponent, it is a good idea for you to cover your own tail. You should not be trying to conquer other cities if your own are neglected and suffering. In order to keep your cities in the proper working order, you will need to maintain a balance of income. The most basic step in doing this is to maintain smooth-flowing tax routes. You have to be sure that all of the cities under your command are connected to your capital by the most efficient path. If one of your cities is captured or if you add one to your own realm, you may need to re-route your taxes so that they reach the capital via the most direct route. You also might want to increase the amount of taxes you receive. High taxes over a long period of time will annoy your people, but you will need a lot of money to begin the battle.

Maintaining your cities involves a couple of factors. The most important is making sure that your cities have enough food by purchasing a large supply of grain for each. Larger cities (like your capital) are more expensive to keep fed, so stock them first. Keep an eye on your reserves; if a city is growing rapidly, the grain store will be depleted quicker. You also need to make sure that the health of your population is maintained. If one of your towns falls unexpectedly to disease, you should try to nurse it back to health as soon as possible. A plague can rapidly spread to your other towns, so deal with it quickly.

Once you have your towns to the point where they function without

help for a while, you will want to make sure that they are sufficiently protected from marauding armies. Make sure that all of your cities are protected by at least two units (preferably more) of heavy infantry with the best equipment. The capital and towns without walls should have the most because they are prime targets for attack. Keep the units within the city walls because troops staying within the city increase their



An army located within the city.



Units camped outside the city walls.



A city under siege by enemy forces.

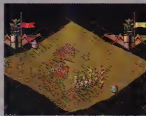
morale and recruit people to replace fallen comrades. You also might want a large troop of calvary units, which can move quickly to the aid of any cities that need help or are in danger of failing to enemy attack. Next, make sure that your towns have at least wooden walls so that they can hold out for reinforcements if their defenders should fall. Stone walls are stronger, but they take longer to build and are more expensive.

If your cities are sufficiently protected, you can consider expanding them by buying land for their growth and spending money to increase the population. Larger cities are more expensive to sustain, but they provide greater sources of income and manpower.



The Tactics of Conquest

Once you have your own towns in working order, you will need to consider ways to start eliminating the enemy. At first, you will need to play a defensive game, keeping most of your units in or around your cities. When you are able to, form a large strike force of about six units. Use forces like this to hunt down and destroy the wandering enemy



armies. Remember to always keep an eye on enemy movement so that you will know when they are advancing on one of your cities.

Once you have stopped the threat of enemy attack, your next objective should be the expansion of your empire via the taking of opposing cities. Besides storming the walls with overwhelming hordes of ravenous, frothing warriors, there is a more passive way to take over enemy towns. If your opponent has allowed his cities to fall into disrepair, it is possible for that city to revolt and join your side. However, this is by no means a certainty, so you will probably have to rely on the old fashioned method of warfare.

You can choose to attempt to lay siege to all of your foe's cities at once (causing considerable chaos within his realm) or conquer him city by city. It is better to use the slow and methodical technique, as it does not spread your forces too thin, making them harder to pick off (and possibly cost less). If you want to take a city immediately, try storming the walls. This can be rough on your troops, but if you are successful it can be more advantageous than having to outwait the cities' defenders.

After you have captured a town, you need to decide what to do with

it. Looting is an easy way to make money without making enemies. If you choose to ravage the city, it will do wonders for your troops' spirits - but watch your back for daggers! The ultimate in merciless pillaging is choosing to raze the city. The best solution is to annex it; this will allow you to add the city to your own realm, while taking its resources away from your foe.

Overall, there are certain things you should do to increase your chances of winning. Play defensively unless there is a city that you can easily take. Go for the cities without walls or defending units first. Never engage more than one opponent at one time. Concentrate your efforts on defeating one enemy while the others fight amongst themselves. Try to always outnumber the enemy when you engage in battle. Make alliances, particularly with realms that are on opposite sides. If you can attack from both sides, the realm trapped between will fall much faster.

-Alex Rees

Color key for Scenario Maps

- | | |
|--------------|------------|
| ● Amazons | ● Elves |
| ● Barbarians | ● Norsemen |
| ● Dwarves | ● Orcs |



Introductory Scenario - A battle of elves versus orcs. Watch out! The opponent will attack swiftly.



The Three Kingdoms - Racial hatreds flare in a battle of orcs, elves and dwarves. Choose sides carefully.



Island Realms - Our first look at the human races. Capture the ports and drive your foe from the island.



The Great Divide - A large bay separates the fighting forces. The norsemen have the most compact realm.



Isle of Chaos - Four armies battle for supremacy. The elves control the central island, a strategic position.



The Northland - The frozen north becomes a battleground for Vikings, Barbarians, Dwarves and Amazons.



The Eastern Isles - In this large group of islands, whoever controls the seas rules supreme.



Realms of the West - Five armies populate this land. Overcrowding makes effective defense difficult.



Dwarf Mountain - The dwarves may be kings of the mountain now, but four armies would like to topple them.



The Serpent Sea - Realms are either too small or too dispersed to make this last battle easy to win.

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CD-ROM SHOWCASE

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LEMMINGS CDTV

by DMA Design

The CDTV version of *Psychosis* action-strategy classic is both more and less than simple shovelware. It has a suitably charming, non-interactive introduction, but it's essentially the same game as it was on other platforms. The playfield graphics are straight from the Amiga.

Lemmings for CDTV falls short of the computer version in one area: command control. The point-and-click control system is crucial to this game, but it is hard to move the cursor with pinpoint precision. Frequent resort to the "pause" icon, however, gives ample opportunity to select one of the special characters and endow one of the little critters with it.

For those who have somehow missed this delightful game, Lemmings portrays the effort of a line of creatures to walk across a playfield. Unfortunately, obstacles bar the way to the exit. The lemmings won't stop their migration, however, so it's up to the player to find ways to overcome the barriers and bridge the chasms.

All lemmings start alike, but icons at the bottom-left of the screen let the gamer bestow one of seven powers on any individual lemming. Point-and-click instantly turns a garden-variety lemming into one that can block, climb, float, build bridges, and three types of burrowers. (Bashers smash a horizontal passage through rock, miners excavate a diagonal tunnel, and Diggers go right down.) There's also a bomb icon, which removes Blockers once they

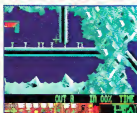
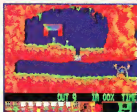
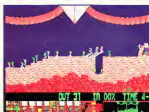
have served their purpose.

Each playfield presents a different group of strategic problems. The idea is to get a high enough percentage of lemmings safely through the exit to satisfy the victory conditions. A nuclear button wipes the playfield when a negative result is inevitable.

The game's 100 levels provide an escalating challenge with well regulated increases in difficulty. The player can win early rounds with one or two powers, but must employ all of them to get through later ones.

CDTV hasn't offered owners many games thus far, so the release of Lemmings is doubly welcome. It remains an engrossing, yet light-hearted brain-teaser. It's especially recommended for those who don't own the standard Amiga edition.

— Arnie Katz



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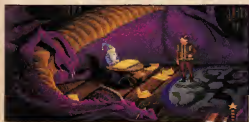
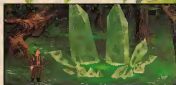
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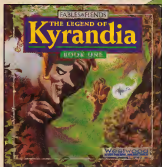
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CIRCLE #194 ON READER SERVICE CARD.

THE BEST OF SPECTRUM-HOLOBYTE

by Spectrum-Holobyte

This collection of music from some of Spectrum-Holobyte's most popular games shows a couple of things. One is that game soundtracks have a ways to go before they rival film scores. The other is that they have come a long way, at least in terms of sophistication, since the days of Pac-Man's noodling, if ineffective, theme song. You're not likely to see a video for "War Status 5" on MTV, but the collection does serve as an interesting takeoff point for the future of electronic game sound tracks.

The music from Falcon 3.0—all by Paul Mogg—is pretty good martial music to fly by, but the 16 tracks are too similar over the long haul and some, like "Red Flagg"—"Welcome to Nevada" employ thin, poor-sounding lead voices/instruments which simply do not possess the stirring fullness we associate with the music from films such as "Top Gun."

Crisis in the Kremlin has only two pieces, a Main and End Theme, both by Mogg, and they are appropriately dirge-like and Russian sounding. The problem is, with the "Tris" game music on the way, we're in for a lot more Russian music than is likely to please the average American.

The Super Tetris music picks up in the second half with Ed Bogas' themes. They are fuller, more enjoyable stand-alone material. They are also shorter, which one begins to welcome by this point.

Wordtris (IBM version) is all by Bogas, while Mogg returns for three Wordtris themes from the Super NES version, most of which make use of the by-now familiar Super NES special sound effects. Also, Ed gets sneaky at one point, trying to pass off track 40 as "Top Ten Players." At least when I saw that TV commercial offering all those familiar themes "that are actually from the classics" they never called it "Top Ten Players," but what do I know?

Computer theme songs are not yet ready to stand on their own, but this work shows that they're getting closer all the time.

-Bill Kunkel

MURDER MAKES STRANGE DEADFELLOWS

by Tiger Media

Murder Makes Strange Deadfellows is reminiscent of those mini-movie mystery games that have been available as novelties on VCR and Laserdisc systems for about a decade. It is very lightly interactive, the kind of game that almost plays itself, with the user cast in the role of a remote "detective" who gets to move around a mansion, overhear conversations, and witness confrontations between suspects, then must draw a conclusion about the identity of the guilty party.

The game's first problem is its too-cutesy documentation. Strange Deadfellows comes with quickie installation instructions and documentation in the form of a letter from a dead client. Unfortunately, it fails to address such trivial issues as how the user gets into the game (two clicks on the mouse do the trick, by the way). Thankfully, Tiger supplies excellent telephone support, but it's no 800 line, so you're getting instructions at long distance rates that should clearly be included in the package. That's the problem with instructions that try to integrate themselves into the game in this manner: most gamers hate instructions and wish to know simply how to get started and what the different options mean.

That complaint made, the game is well constructed, with the main option screen providing four scenarios: play the game; see the prologue; use the "Ghost Play" mode in which the user is led from location to location automatically, but must still solve the mystery by himself; or return to DOS.

The player is then shown a map screen, where, by moving the cursor, it is possible to access any of the mansion's 16 rooms (eight upstairs and eight downstairs, an

extremely unusual construction. The plot involves the mysterious death of Randolph Steere — the player-character's client — and his many reptilian family members, "friends," and associates, all of whom have gathered at his mansion for the reading of the will. Visiting each location provides the player with a brief dramatic sequence which usually consists of a conversation between two suspects, with clues embedded in the dialogue.

It's important to remember that Murder Makes Strange Deadfellows requires both a CD peripheral and a Sound Blaster card, since all music and speech generated within a location must come through the Sound Blaster speakers, while the main theme and the music heard while at the map screen are generated via CD. The audio toggling is not as disturbing as one might expect, since the Sound Blaster generates some pretty solid audio, but obviously the CD is preferable.

The dramas played out in each location are witty, well-written and professionally performed, and the art is done in a sort of antique comic book style reminiscent of early Bob Kane.

The real question here is who, exactly, this game is aimed at. It would seem ideal for newcomers to the adventure genre in that it is so self-directed there is nothing to intimidate. There's even a "help" feature, in the form of a Professor who can be consulted at any point from the map screen. For hardcore gamers, however, its twist-a-plot origins and linear plotting will probably bore them, as there is so little actual interaction with the on-screen characters.

Replayability is also obviously an issue, since once the mystery is solved, it is solved. In short, therefore, this provides an interesting, well-produced change of pace, but it brings little that is new to the mystery genre. -Bill Kunkel

TOTAL BASEBALL

by Creative Multimedia Corp.

Thorn and Palmer's baseball omnibus, Total Baseball, has got to be one of the half-dozen best subjects imaginable for translation to the CD medium. This no-nonsense database is something that every true baseball fan wants to own, whether they know it or not.

The program begins with an unassuming title page and moves quickly to a bland-looking menu screen. Ah, but what wonders those menus hold within! Users can Search for a subject based on Word, Author, Subject or Title, and the coverage is astonishingly complete. The Browse option allows users to read a collection of excellent articles on the history and legends of the game.

But the real hot spot on this CD is the Contents section, which includes appendices and audio and visual credits, some of the program's best options. A two section, multi-part baseball reference work deals with everything from basic rules to the intricacies of sabremetrics (the science of drawing meaningful conclusions about player performance from raw statistical data). A sabremetrician, for example, doesn't merely ask how many home runs a player hit in a season. They also require information on the number of at-bats, whether they were hit against same or opposite side pitching and in what park the homers were hit (hitting 30 round-trippers in Wrigley Field is not as impressive as the same number in the Astrodome, for example).

Of course, all of this material is already available in the book versions of "Total Baseball." Even the impressive collection of Pictures & Portraits, featuring everything from woodcuts to digitized black & white photos, can easily be reproduced on the printed page. But here, the simplicity of a few key strokes replaces hours of page turning. The user also has the option of approaching his or her subject from any of several directions, a feature which is very helpful when trying to remember the name

of that guy who played second base for the Cardinals in '85.

What could not be done in the hard copy version—and by the way, there is print-out capability for virtually every screen—are the Sound Clips. Approximately a dozen of baseball's most electrifying moments in radio broadcasting have been reproduced here with first-rate fidelity. No book can improve on the chills that are reproduced again and again when the user actually listens to Mylo Hamilton calling Hank Aaron's 715th dinger. Each Sound Clip also includes a short write-up, providing background information which set up the sound bites.

Anyone familiar with the conventional version of "Total Baseball" will find that this CD augments their enjoyment of the original. To newcomers, it is a garden of baseball delights that can hardly fail to thrill any fan of the game. —Bill Kunkel

Team statistics			
Search	Team	Year	Rank
Word	Team	Year	Rank
Subject	Team	Year	Rank
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Team statistics			
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THE HISTORY OF THE GAME
 The history of the game is a long and interesting one. It began in the 18th century when a group of men in England began to play a game called cricket. This game was very popular and it spread to other parts of the world. In the 19th century, a new game called baseball was invented in America. It was very different from cricket and it became very popular in America. The game of baseball has since spread to other parts of the world and it is now one of the most popular sports in the world.

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MONKEY ISLAND Game Over

Monkey Island 2: LeChuck's Revenge



Finally, after a harrowing adventure and numerous brushes with death, Guybrush Threepwood has discovered the location of Big Whoop on the hidden Dinky Island. In his enthusiasm to recover the vast treasure, he accidentally blasts himself into a deep pit. When his lady love comes to investigate, she discovers him hanging (quite literally) by a thread. After he explains the situation, his rope snaps and he plummets right into the waiting arms of the evil LeChuck. The resurrected pirate is pleased to get the opportunity to test out his new voodoo doll on the hapless Guybrush. However, when the tables are turned, LeChuck doesn't fare as well. Beaten, he asks the victorious Threepwood to remove his mask revealing the face of Chuckie, Guybrush's



creepy brother. Suddenly, they are chased out of the area by a park maintenance man. Apparently, this

whole incident has just been a result of young Guybrush's over-active imagination. There never was a trea-

sure or an evil pirate named LeChuck. It was all a silly boy's dream of adventure. Or was it????!!



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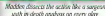
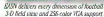
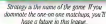
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